EXCLUSIVE! INTERVIEW WITH BATMAN WRITER STEVE NILES!

COMICS BUYER'S GUIDE

#1612 JAN 2006

THE BIGGEST PRICE GUIDE IN COMICS!

ORFALAS

#BXNDWDN ********** 3-DIGIT 104
#0058009823N6# BG JAN06
ROBERTO MARTINEZ 0071
[redacted]

VISIT US AT CBG Xtra .com

CBG SPOOKTACULAR

HORROR COMICS

FROM E.C. CLASSICS TO TODAY

$5.99 USA • $7.99 CAN

0 09281 50256 2 01

Display until December 31

Batman ©2005 DC Comics
ALL RIGHTS RESERVED.

THE WORLD'S LONGEST-RUNNING MAGAZINE ABOUT COMICS!

The Board of Directors,
Committee, Staff and Volunteers,
would like to extend a

Very Special Thank You

to every individual who helped make the

36th Comic-Con International

the best that it could possibly be.

Join us next year:

July 20-23, 2006

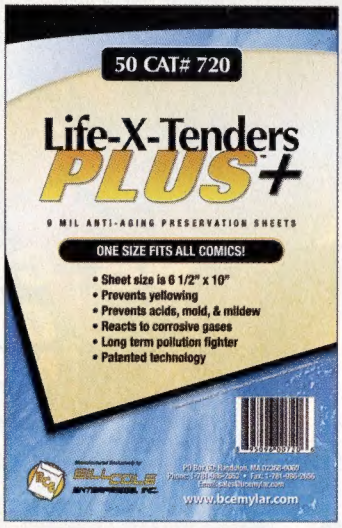
at the San Diego Convention Center

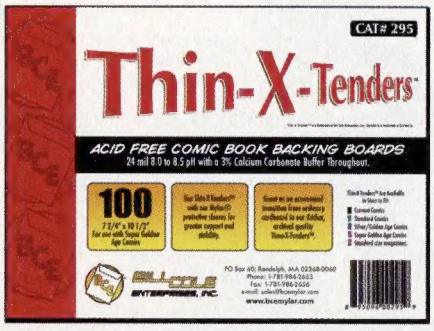
www.comic-con.org

SAVE 10%*
PLUS FREE FREIGHT!

SHOP ONLINE AND RECEIVE AN EXTRA 5% OFF!

50 ct.
CAT. # 58
7 1/4" x 10 1/2" w/ 3/4" tab
COMIC GARDS
ARCHIVAL QUALITY MYLAR® SLEEVES
FOR STANDARD SIZE COMICS
Heavy-Duty, Archival Quality, Protective Sleeves for Your Comic Book Collection
www.bcemylar.com
BILL COLE ENTERPRISES, INC.


50 CAT# 720
Life-X-Tenders PLUS+
9 MIL ANTI-AGING PRESERVATION SHEETS
ONE SIZE FITS ALL COMICS!
• Sheet size is 6 1/2" x 10"
• Prevents yellowing
• Prevents acids, mold, & mildew
• Reacts to corrosive gases
• Long term pollution fighter
• Patented technology
www.bcemylar.com


CAT# 295
Thin-X-Tenders
ACID FREE COMIC BOOK BACKING BOARDS
24-mil 8.0 to 8.5 pH with a 3% Calcium Carbonate Buffer Throughout.
100
BILL COLE ENTERPRISES, INC.

***Sale Ends December 31, 2005!**

Comic Gards™, Life-X-Tenders™ and Life-X-Tenders Plus™ are a trademarks of Bill Cole Enterprises. Time-Loks® is a registered trademark of Bill Cole Enterprises. Mylar® is a registered trademark of DuPont Teijin films.

For Current Size Comics - (1980's - Present)				
CAT #	DESCRIPTION	LIST	SPECIAL PRICE	ONLINE PRICE
57720	100 #57 Mylar® Gards 200 #720 Life-X-Tenders Plus™ 100 #725 Life-X-Tenders™	$240	$216	$204

For Standard Size Comics - (1960's - 1980's)				
CAT #	DESCRIPTION	LIST PRICE	SPECIAL PRICE	ONLINE PRICE
58720	100 #58 Mylar® Gards 200 #720 Life-X-Tenders Plus™ 100 #726 Life-X-Tenders™	$238	$214	$202

For Silver/Golden Age - (1950's - 1960's)				
CAT #	DESCRIPTION	LIST PRICE	SPECIAL PRICE	ONLINE PRICE
61720	100 #61 Mylar® Gards 200 #720 Life-X-Tenders Plus™ 100 #724 Life-X-Tenders™	$241	$217	$205

For Super Golden Age - (1940's - 1950's)				
CAT #	DESCRIPTION	LIST PRICE	SPECIAL PRICE	ONLINE PRICE
62720	100 #62 Mylar® Gards 200 #720 Life-X-Tenders Plus™ 100 #729 Life-X-Tenders™	$245	$220	$208

Magazines				
CAT #	DESCRIPTION	LIST PRICE	SPECIAL PRICE	ONLINE PRICE
63720	100 #63 Mylar® Gards 200 #720 Life-X-Tenders Plus™ 100 #730 Life-X-Tenders™	$254	$229	$216

This is our 1581st consecutive ad in CBG!

BILL COLE ENTERPRISES, INC.
THE PRESERVATION PROFESSIONALS℠

PO Box 60; Dept. CBG1612 • Randolph, MA 02368-0060
Phone: 1-781-986-2653 • Fax 1-781-986-2656
email: sales@bcemylar.com

View Our Entire Catalog Online at:
www.bcemylar.com

COMICS BUYER'S GUIDE
Issue #1612
January 2006

BATMAN IN THE 'BURBS!

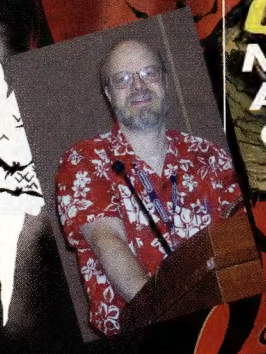
Writer Steve Niles sends The Caped Crusader out of Gotham City in *Batman: Gotham County Line.* What happens when a hero is in unfamiliar territory?

PAGE 12

24

COMICS! A HISTORY OF HORROR COMICS!

TRICKS AND TREATS FROM VARIOUS PUBLISHERS OF THE PAST, PRESENT, AND FUTURE!



98

COMICS QUIZ! MR. SILVER AGE'S TRIVIA CONTEST!

HOW WELL CAN YOU DO IN THE BATTLE BETWEEN THE FANS AND PRO MARK WAID?

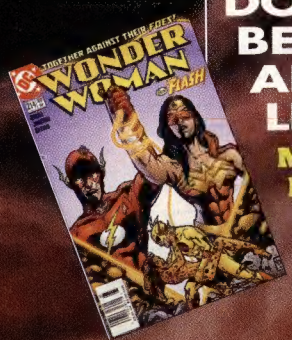
ORFALAS

Batman © 2005 DC Comics

126

THE GUIDE! DO YOU BELIEVE IN THE AFTER(MARKET) LIFE?

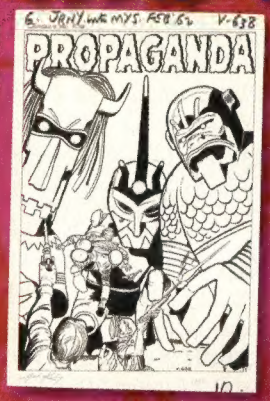
MARC PATTEN EXAMINES BACK-ISSUE STRATEGIES



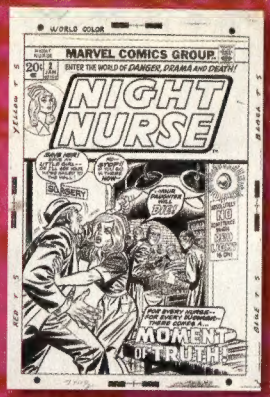
This issue's exclusive BATMAN frontispiece is by Jason Orfalas! Thanks to Jason and Destination Entertainment!

Amazing Comics Auctions
Now Weekly!

Fantastic Four #2 (Marvel, 1962)
CGC FN/VF 7.0
Cream to off-white pages.
Sold for: $1,725

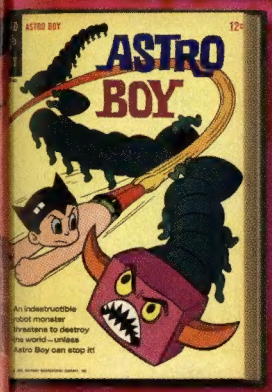


Jack Kirby
Journey Into Mystery #80, Splash page 1
Original Art (Marvel, 1962).
Sold for: $1,443



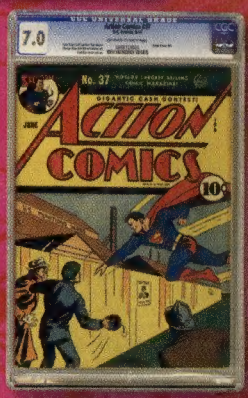
John Romita Sr. and Frank Giacoia
Night Nurse #2 Cover
Original Art (Marvel, 1973).
Sold for: $1,495

Fantastic Four #112 (Marvel, 1971)
CGC NM+ 9.6
Off-white pages.
Sold for: $1,495



Gold Key Miscellaneous
Bound Volumes (Gold Key, 1965)
Sold for: $632

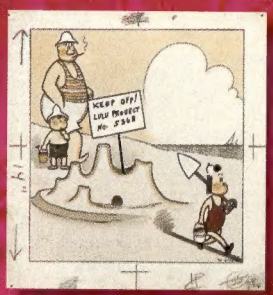
Starting October 4th, Heritage's previously twice-monthly Amazing Comics Auctions (ACA) of Comics and Comic Art will run Weekly, ending every Sunday at 10 PM CT. Don't let a single Sunday go by without checking the selection at HeritageComics.com!



Action Comics #37 (DC, 1941)
CGC FN/VF 7.0
Off-white to white pages.
Sold for: $977

Giant-Size X-Men #1 (Marvel, 1975)
CGC NM- 9.2
Off-white to white pages.
Sold for: $1,150

Amazing Fantasy #15 (Marvel, 1962)
CGC VG- 3.5
Light tan to off-white pages.
Sold for: $2,990



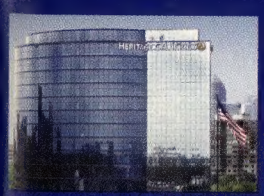
Marge Buell
Little Lulu Panel Page - Original Art
(Saturday Evening Post, undated).
Sold for: $805

Tales of Suspense #39 (Marvel, 1963)
Condition: VG-.
Sold for: $920

X-Men #2 (Marvel, 1963)
CGC VF/NM 9.0
Off-white to white pages.
Sold for: $2,357

Interested in consigning comic books, comics memorabilia or comic art to our ACA or Signature auctions? Call or email us now!

CGC Comics Guaranty, LLC



Ed Jaster • 800-872-6467, ext. 288
EdJ@HeritageComics.com

Lon Allen • 800-872-6467, ext. 261
LonA@HeritageComics.com

Ben Samuels • 800-872-6467, ext. 337
BenS@HeritageComics.com

HERITAGE COMICS

Heritage Comics Auctions • 3500 Maple Avenue, 17th Floor Dallas, Texas 75219-3941 • 800-872-6467 • HeritageComics.com

YOUR GUIDE to YOUR GUIDE!

COMICS NEWS!

18 YU-GI-OH COMICS GUIDE
*A serialized guide to **Shonen Jump**'s serial.*
by James Mishler

36 THE BLURBS: *Comics news you can use!*

COMICS PREVIEWS!

42 MAKE YOUR NOVEMBER PICKS FROM THE COMICS SHIPPING LIST!

COMICS VIEWS!

JOHN JACKSON MILLER
TREASURE TROVE OF COMICS KNOWLEDGE page 46

BEAU SMITH
BITING INTO REALITY TV page 52

56 AGING GRACEFULLY
The Battle of the Ages resurfaces.
Guest Shot by Jerome Wenker

59 FINDING A DEFINING TERM
Supporting Mr. Silver Age.
Guest Shot by Michael Uslan

COMICS REVIEWS!

TONY ISABELLA
KEEP ON KEEPIN' ON page 60

66 MAINSTREAM COMICS REVIEWS!

HEIDI MACDONALD
LOST IN TRANSITION page 74

78 INDEPENDENT COMICS REVIEWS
84 TRADE PAPERBACK REVIEWS
94 VIDEO REVIEWS
96 MANGA REVIEWS

NOSTALGIA!

ANDREW "CAPTAIN COMICS" SMITH
ON ANIMALS AND STAN LEE'S MOVIES page 108

112 PLAYING AROUND IN THE IVY LEAGUE
Frank Merriwell popped up briefly in comics
by Michelle Nolan

115 DAVE GIBBON'S TOP 10 FAVORITE COVERS

THE GUIDE!

118 HEROCLIX PRICE GUIDE AND ANALYSIS
122 COLLECTIBLE CARD GAME GUIDE
124 TRACKING THE COMICS MARKET
with reports by Don Butler, Darryl Buchanan,
Steve Mortensen, Michael Tierney, and more!

WILLIAM INSIGNARES
DOUBLE COVERS AND TRIPLE FIGURES page 130

132 THE *CBG* PRICE GUIDE
The most up-to-date values of titles old and new!
204 ACTION FIGURE & TOY MARKET REPORT
206 ENTERTAINMENT CARDS MARKET REPORT

EVENTS!

CHUCK ROZANSKI
KEEPERS OF THE FLAME page 208

212 CONVENTION PREVIEW: *Mid-Ohio-Con*
215 CONVENTION CALENDAR
What's happenin'!

OPINION

MAGGIE THOMPSON
O, CANADA! page 222

226 OH, SO? *Letters from our readers!*

PETER DAVID
WHAT MAKES A FAN? page 238

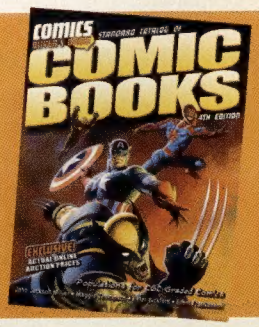
JOHN KOVALIC'S DORK TOWER
COMICS ON YOUR COMPUTER page 242

COMICS BUYER'S GUIDE

Started in 1971 by a teen-ager in his basement trying to put comics fans in touch with each other, *Comics Buyer's Guide* is the world's longest-running publication about comics.

Because there's a comic book for everyone, *CBG* delivers more than 2,000 reviews a year. Because buyers deserve accurate data, *CBG* has developed a price guide based on actual transactions, not guesswork. And, because the past is important, *CBG* provides many features about our comics heritage.

To get even more from your hobby, we recommend the ***Standard Catalog of Comic Books*** and the portable ***Comic Book Checklist and Price Guide***.



The difference is CGC!

Amazing Fantasy #15

Described as 5.0:
$1,867.32 eBay item number: 6557119672
September 4, 2005

CGC'd 5.0:
$4,726.00 eBay item number: 6555067071
August 27, 2005

CGC

Showcase and protect your comics with the only expert, impartial third-party grading company in the hobby. Call 1-877-NM-COMIC or visit www.CGCcomics.com for information on submitting your comic books to CGC.

1-877-NM-COMIC • P.O. Box 4738 • Sarasota, FL 34230 • fax 941-360-2558 • www.CGCcomics.com

Submit your comics to CGC at these upcoming 2006 events!

Graders Steve Borock and Paul Litch grade on-site.
Get there early to avoid those long lines!
CGC customer service rep, Gemma Adel, helps a submitter.
Spot CGC's booth from afar.

January 7–8
Big Apple Convention
Penn Plaza Pavilion
New York City, NY

February 10–12
WonderCon
Moscone Convention Center
San Francisco, CA

February 24–26
MegaCon
Orange County Convention Center
Orlando, FL

Showcase and protect your comics with the only expert, impartial third-party grading company in the hobby. Get CGC'd!

CGC

Check www.CGCcomics.com or call 877-662-6642 for updates of show information and on-site grading.

1-877-NM-COMIC • P.O. Box 4738 • Sarasota, FL 34230 • fax 941-360-2558 • www.CGCcomics.com

MALLRATS CELEBRATION

GRAPHITTI DESIGNS AND VIEW ASKEW PRESENT
The MALLRATS COMPANION
BY KEVIN SMITH
FEATURING:
• THE COMPLETE UNEDITED SCRIPT!
• RARE PHOTOS & MOVIE ARTIFACTS!
• BEHIND THE SCENES TRIVIA & MORE!
COLOSSAL 96 PAGE SUPER SPECIAL!
IN THIS ISSUE: STAN "THE MAN" LEE
TM & © 2005 View Askew Productions, Inc.

VIEW ASKEW PRODUCTIONS™

THE MALLRATS COMPANION TPB

Features the complete movie script by Kevin Smith blended together with shitloads of newly designed visual content that includes photos, drawings, diagrams and behind the scenes Mallrats stuff. 96 pages of action, adventure and shopping antics.

$14.95 plus $3.50 p&h.

Also Available:

CLERKS SERIES 2: INACTION FIGURES

5" tall with no posability what-so-ever!

$9.37 each

plus $3.50 p&h.

www.graphittidesigns.com

Graphitti Designs™

Order on-line at the above web site, or by phone, toll free at: ***1-800-699-0115***
Visa, Mastercard and American Express accepted. CA residents add 7¾% sales tax.

Graphitti Designs • 8045 East Crystal Drive, Anaheim, CA 92807-2523

COMICS BUYER'S GUIDE™

700 E. State St.
Iola, WI 54990-0001
(715) 445-2214
FAX (715) 445-4087
www.comicsbuyersguide.com
cbg@krause.com

Publisher
Mark Williams
Editorial Director
John Jackson Miller
Editor
Maggie Thompson
Managing Editor
Brent Frankenhoff
Associate Editor
Don Butler
James Mishler
Ray Sidman
Advertising Sales Manager
Norma Jean Fochs
Advertising Sales Representatives
Shannon Piotrowski
Amy Jaeger-Kennedy
Advertising Sales Assistant
Lori Hauser
Subscriber Services
(800) 258-0929
1 year $38.95
Offer code: ABBL2X
Designers
Shawn Williams, Tom Dupuis
Contributing Editors
Tony Isabella, Andrew Smith, Marc Patten
Contributors
Jack Abramowitz, Brian Douglas Ahern, Tom Bartsch, S.A. Bennett, Darryl Buchanan, Oliver Chin, Peter David, Ian M. Feller, Chuck Fiala, Brendon Fraim, Brian Fraim, George Hagenauer, Tom Hultman, William Insignares, Jim Johnson, John Kovalic, Tim Lasiuta, John Lustig, Heidi MacDonald, George Nelson, Michelle Nolan, Karen O'Brien, John Petty, Chuck Rozanski, Craig Shutt, Chris Smigliano, Beau Smith, Mark Sparacio, Michael Tierney, Brett Weiss, Timothy J. Wood

Comics Buyer's Guide (ISSN 0745-4570) is published monthly by F+W Publications, Inc., 700 E. State St., Iola, WI 54990-0001, a division of F+W Publications, Inc. Periodical class postage paid at Iola, WI 54945, and at additional mailing offices. Canadian Agreement Number: 40665675

Postmaster: Send address changes to **Comics Buyer's Guide**, Circulation Department, 700 E. State St., Iola, WI 54945.

Entire contents © 2005 by F+W Publications, Inc. **Comics Buyer's Guide** and its logo are registered trademarks. Other names and logos referred to or displayed in editorial or advertising content may be trademarked or copyrighted. **Comics Buyer's Guide** assumes no responsiblity for unsolicited materials sent to it. Publishers and advertisers are not liable for typographical errors that may appear in prices or descriptions in advertisements.

F+W Publications, Inc.
David H. Steward, Chief Executive Officer
Mark F. Arnett, Executive Vice President & CFO
Barbara Schmitz, VP, Manufacturing
F+W Publications, Inc. Magazine Division
William R. Reed, President
Susan DuBois, VP, Consumer Marketing
Matt Friedersdorf, Director of Finance
Sara Dumford, Conference Director

BIGGER IS BETTER!

By popular demand, Gerber introduces its Magazine Size CGC Storage Box, the natural companion to the popular Comic CGC Storage Box!

The same quality you've come to expect from Gerber, now in magazine size!

Make it easy to store and transport magazines that have been rated by Comics Guaranty, LLC (CGC)!

- Holds up to 22 to 24 CGC -"slabbed" magazines
- Durable construction withstands 200 pounds of pressure

Order more and save!

Item#	Size	Description	Price per:	1-10	11-50	51+
514	15x8 1/2x13	CGC Storage Box		$4.50	$3.30	$2.75
545	15 1/4x9 7/8x14 1/4	CGC Magazine Storage Box		$4.50	$3.30	$2.75
		Add Shipping & Handling*		$8.00	$20.00	$40.00

Also available from E. Gerber:

ARCHIVES
High quality, 4 mil Mylar® sleeves

Mylites 2
The most economical 2 mil Mylar® sleeves on the market!

Mylites
The least expensive sleeves made entirely of Mylar®

HALF-BACK
24 mil acid-free backing boards

FULL-BACK
42 mil acid-free backing boards—the highest quality available anywhere!

AND MORE!

For a complete list of our affordable archival products, please call us toll-free at **1-800-79-MYLAR** from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, or mail your request to:

E. Gerber Products ● 1720 Belmont Avenue ● Suite C ● Baltimore, MD 21244
Fax: 1-410-944-9363 ● e-mail: archival@egerber.com

www.egerber.com

Top of the Line Preservation And Storage Supplies
E. Gerber PRODUCTS ...At The Lowest Prices

The Best Protection at the Best Price!

PLEASE NOTE: All returns are subject to a 10% restock fee. Returned items must be undamaged and unopened unless otherwise approved.
Mylar® by Dupont Co. or approved equivalent.

GUIDEFILE

JAMES MISHLER

JOB: Associate Editor for *Comics Buyer's Guide*, *Scrye*, and *Comics & Games Retailer*. Freelance game designer, writer, and troubleshooter when time permits (bwahahahahahaha!)

PREVIOUS LIVES: Advertising and Public Relations Manager for WizKids, Marketing Director for ACD Distribution, Go-To Guy for Kenzer & Company, Salesperson for West End Games, Swordbearer at Wizards of the Coast.

FIRST COMIC BOOK: First read: mid-'70s *Richie Rich* and *Dennis the Menace*. First purchased: *Richie Rich Vaults of Mystery* #21.

FIRST *CBG*: #1590.

NOW READING: *PS238*, *Conan*, *Dork Tower*, *Y: The Last Man*, *Usagi Yojimbo*, *Red Sonja*, *Knights of the Dinner Table*, *Ultimate Spider-Man*, *Simpsons Comics*, *Nodwick*, and when it comes out, *Artesia* (Get cracking, Smylie!) On the web, *Girl Genius*, *PvP*, *Something Positive*, and *Irregular Webcomic*.

AND WITHOUT PICTURES: *The Coming of Conan the Cimmerian* by Robert E. Howard, *Ironhand's Daughter* by David Gemmell, *The Dragon Masters* by Jack Vance, *For Us, the Living* by Robert A. Heinlein, and other fantasy and science-fiction novels.

THAT AND A BUCK WILL BUY YOU...: Distantly related to the ghost haunting the Mishler Theater in Altoona, Pennsylvania. My middle name is Temujin, the given name of Genghis Khan — the Khan's spirit gave me an affinity for barbarism, game mastering, and editorial work at an early age.

ESCAPES FROM COMICS BY: Hiding behind a Game Master screen while running *Castles & Crusades*, *HackMaster*, *Dungeons & Dragons*, or any one of dozens of other role-playing games. Yes, he is a comics geek who hides from comics by being a gaming geek. Go figure.

BRUSHES WITH GREATNESS: Played in Gary Gygax's home game of *Lejendary Adventure*. Is a character in *Knights of the Dinner Table*. Has a figure named after him in WizKids' *Mage Knight* game.

QUOTE FOR LIFE: What is best in life? To crush your enemies, see them driven before you, and hear the lamentations of the henchmen.

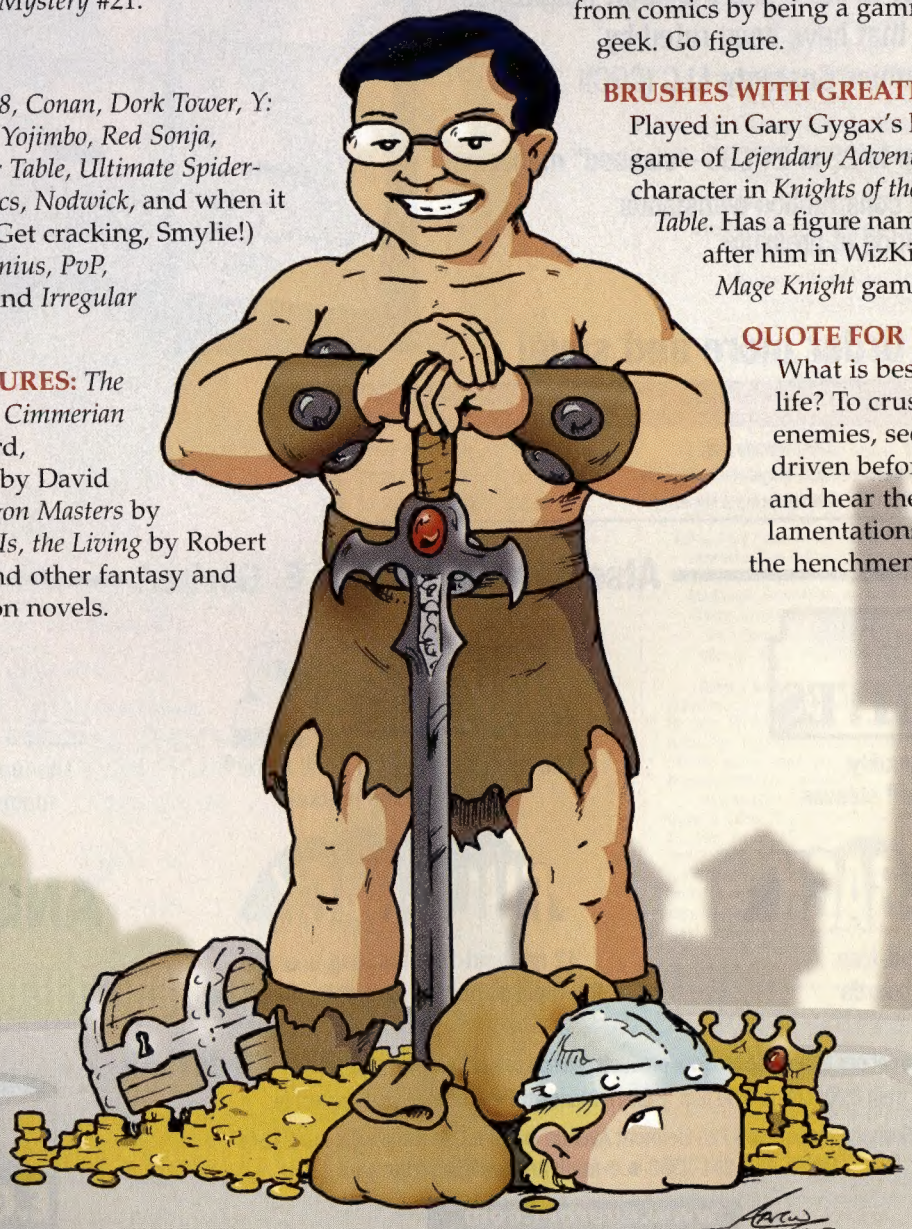


Illustration by Aaron Williams

CALIFORNIA GAMING ON SUCH A WINTER'S DAY

Come to Gen Con So Cal '05 for some of the hottest TCG, RPG, board, and electronic game action anywhere. Stay for a little beach blanket bingo and other pleasures under the warm California sun.

- 24 hours a day to play, play, play
- 1000's of tournaments & events
- Hundreds of exhibitors & vendors
- Anime Avenue
- eGame Arena
- Rock the Con
- Costume Contest
- Guests of Honor
- Panels, Seminars & Workshops
- Art Show
- Gift Shop
- Miniatures Paint'n'Take
- Kids Area
- Field Trip Program
- Vs. System TCG $1,000,000 Pro Circuit Last Chance Qualifiers
- Shonen Jump's Yu-Gi-Oh! Championship
- Magic: The Gathering TCG Legacy Open
- Duel Masters Championship
- Pokémon Tournaments
- La Sangre De Los Angeles—a Vampire: The Masquerade LARP
- Anachronism European Trip Tourny
- White Wolf LARPs
- Fullmetal Alchemist TCG Tournament
- Tracy Hickman's "Killer Breakfast"
- True Dungeon: Assault Atop Castle Greyhawk

There are plenty more slammin' events at Gen Con So Cal, so visit our website for the latest updates. Don't miss it—register online today!

SO CAL

GEN CON

THE BEST FOUR DAYS IN GAMING!

November 17 - 20, 2005

Anaheim Convention Center

Anaheim, California

CO-SPONSOR

UPPER DECK ENTERTAINMENT

PRO CIRCUIT

WWW.GENCON.COM

Gen Con, the Gen Con logo, and The Best Four Days in Gaming! are trademarks of Gen Con L.L.C. All rights reserved. Used under authorization.

Pushing Batman over the line

Steve Niles talks *Gotham County Line*

Batman images © 2005 DC Comics

by RAY SIDMAN

Batman fans who want to see their hero go places he's not contemplated before may be yearning for the upcoming *Batman: Gotham County Line*. Not only is Batman literally removed from the urban rush of Gotham City, but he's being written by acclaimed writer Steve Niles, a creator known more for his horror tales than for writing flagship comics titles for larger publishers. In fact, this is the first time he has written for DC Comics, period. Niles spoke to *CBG* about his take on The Caped Crusader.

The three-issue *Gotham County Line*, launching Oct. 5, takes Batman to the Gotham suburbs to solve a series of grisly crimes. What he's doing there and what he does there are key to Niles' exploration of the Batman-Bruce Wayne dichotomy. "I took a different approach," said Niles. "It's not necessarily a Batman story where he's up against the worst villain he's ever come up against. It's more of him coming up against himself and his own beliefs — and that being a big part of why he's so tortured."

Niles is no stranger to exploring the dark and tortured facets of the human condition. He is, after all, the brain behind *30 Days of Night*, *Freaks of the Heartland*, and the many *Cal MacDonald* mini-series. So has he taken Batman to someplace even darker than spots The Dark Knight has previously delved? "There are definitely darker moments, but I think people are also going to be pleasantly surprised that at times it's a straight-up super-hero comic, and not just me doing a horror-version Batman." When asked, in response, if this is a horror series, Niles simply replied, "It's a Batman. There are some unnatural elements to it but certainly nothing strange to the DC universe." Moreover, the author said he thinks the series has a lot to offer to the non-horror crowd.

Getting to the crux of the series, Niles discussed why he removed Batman from his familiar hunting ground of Gotham City. "The biggest reason was to take him out of his comfort zone, and I wanted to put him in a situation where he was a little off-balance, to add the layer that he doesn't have the comforts of home: He can't just whip out his Batarang and go soaring off at the sight of trouble. He can jump 15 feet to a roof, and that's about it.

"So I put him in a new situation to see how he responded, and

that's sort of the backbone of the story: challenging everything he knows." When asked specifically what beliefs would undergo deeper examination, Niles commented, "Everybody deals with death, but why is it so life-altering and why does it still continue to torture Batman?" The story explores what exists within Bruce Wayne and his alter ego that causes such a strong reaction from the pivotal event of his parents' death.

This examination opens Batman's belief system for readers — and the character himself — to consider. "He's a very cold, calculated guy, and there's not a lot of room for spirituality in his world."

How does one — particularly a first-time DC writer — take Batman where he hasn't gone before? Or, perhaps, such a person is the ideal choice for the task. Adding to the natural questions, though, Niles commented, "I was raised a Marvel kid." He continued, "*Except* for Batman, which I've read since I was very, very young." The writer expressed an affinity for the character. "And now, it's really great to get a chance to get to write him, because he's one of these characters that you don't realize until you sit down and start writing that he's kind of ingrained in you — so I wound up having a lot of fun with it."

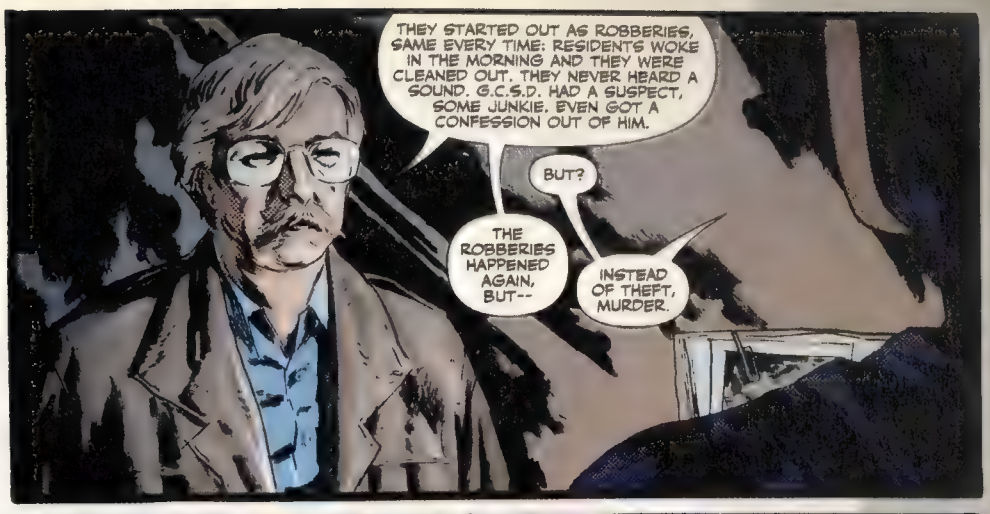
SHORT TIME LATER.
THANK YOU FOR COMING.
WHAT CAN I DO FOR YOU?
I HAVE FRIENDS IN GOTHAM COUNTY SHERIFF'S. THEY COULD USE YOUR HELP.
I DON'T DO SUBURBS, JIM.
I HAVEN'T LOOKED AWAY MANY TIMES IN MY LIFE.

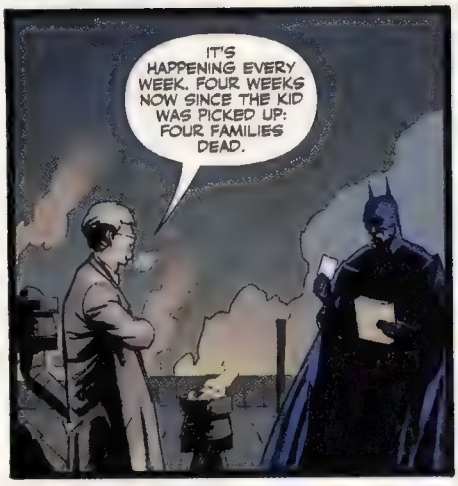
His being a long-time Dark Knight fan is likely to reassure fans— not to mention DC — all the more, and Niles seems to have his bats all in a row. Giving the protagonist his time to bask in the moonlight, Niles said guest appearances won't start until #2. As to their identities, Niles was silent except to say, "They're two of the more macabre in the DC universe."

Also, despite the action taking place outside Gotham City, retired Commissioner James Gordon plays a pivotal role early in the first issue. "Jim Gordon has a *brief* appearance. You know, he's retired, but, in my book, Jim Gordon is *never* retired. He's at home taking calls from friends and monitoring police scanners, so he gets in touch with Batman after he's contacted through a

friend at the Gotham City sheriff's department." It's Gordon's request to his old friend that sends him to the Gotham 'burbs.

Of course, solid art is compulsory to any good comics story, and Niles expressed his pleasure at Scott Hampton's work. "I don't know if you've seen it," he told ***CBG***, "but it's just stunning."


THEY STARTED OUT AS ROBBERIES, SAME EVERY TIME: RESIDENTS WOKE IN THE MORNING AND THEY WERE CLEANED OUT. THEY NEVER HEARD A SOUND. G.C.S.D. HAD A SUSPECT, SOME JUNKIE. EVEN GOT A CONFESSION OUT OF HIM.
BUT?
THE ROBBERIES HAPPENED AGAIN, BUT--
INSTEAD OF THEFT, MURDER.



One would think that an exploration of this magnitude of a character of Batman's note would cause long-term ramifications, even if only philosophical ones. "I'd like to think that it's something that people go on to explore," he said. "Batman is a part of all of us: More than Superman or Spider-Man, he's a guy, a reg-

Wagner AND THE Batman

Comics veteran Matt Wagner is working on *Batman and the Monster Men*, a six-issue retelling of The Dark Knight's first battle against super-villains.

Wagner both writes and illustrates the series — including the covers, which finds Batman during his second year as Gotham City's protector. Organized crime was the name of the game during year one, but now he faces a new kind of criminal element: a brutal killer who leaves police baffled, a scientist with a sinister agenda, and more. It's all part of The Caped Crusader's early career.

Monster Men marks the first of two upcoming Batman limited series by Wagner, both under the heading "Dark Moon Rising." The second series is *Batman and the Mad Monk*.

Batman and the Monster Men #1 ships in November. Cover price: $2.99.

ular guy, just like us. I hope somebody will pick it up and run with it a little more." As for Niles, who said he'd certainly like to write more Batman, he has no plans at the moment to do so.

Speaking of long-term ramifications, people wondering how *Gotham County Line* will play out in the *Infinite Crisis* scheme of things need not worry. Though this Batman story takes place in present day, it won't affect or be affected by DC's impending epic event. Niles described his story as "skating right alongside" the buildup to *Infinite Crisis*.

What's up with STEVE NILES

Though not returning to the realm of Bruce Wayne for the time being, Steve Niles does have a couple of projects in the works with DC Comics. He declined to go into detail but said that, for one project, he's "resurrecting a character that nobody's done anything with for a long time." For the other, he's creating a new character that will interact with the DC universe "as well as hopefully have an ongoing series."

DC isn't the only major publisher Niles is writing for for the first time. He's also at work on his inaugural project for Marvel Comics: a one-shot titled *Monsters on the Prowl* being done with Duncan Fegrado. The writer described it as, "The Thing and The Hulk vs. pre-hero monsters."

He's also returning to the macabre world of Cal MacDonald for Dark Horse.

Meanwhile, Niles and Thomas Jane — aka the actor who played The Punisher in the 2004 film — have teamed to create Raw Entertainment (*www.raw-studios.com*) and, in conjunction with Lion's Gate Entertainment, are working to bring a number of projects to movie theaters. These include some based on Niles' works (such as *The Lurkers* and *In the Blood*), one co-created by Niles and Jane (*Bad Planet*), and Tab Murphy's *The Dark Country*.

Monsters on the Prowl images © 2005 Marvel Comics

What might have Niles fans drooling even more is a film version of his massively popular vampire tale *30 Days of Night*. Long-rumored, it's now a step closer to reality, said Niles, who noted that the project now has a director to go along with the script. Lion's Gate just named David Slade to helm *30 Days*. Slade is known for the controversial new film (also from Lion's Gate) *Hard Candy*.

BAGS Unlimited INC

7 Canal St. • Rochester, NY 14608-1910

e-mail: info@bagsunlimited.com

WE CARRY GRADED COMIC SUPPLIES! most shipping included WE CARRY MYLAR TOO!

www.bagsunlimited.com

FREE PHONE CALL 80 PAGE CATALOG

1-800-767-BAGS

USE OUR 100% PURE VIRGIN POLYETHYLENE BAGS OR OUR POLYPROPYLENE BAGS FOR SAFE/ECONOMICAL STORAGE OF YOUR COLLECTIBLES!

NEW COMIC

Fits '73 - Current Comics
6-7/8 x 10-3/8

	2 mil	3 mil	4 mil	Polypropylene Resealable 3 mil	Polypropylene Resealable 1.5 mil
100	$ 7.20	$ 9.10	$ 12.30	$ 12.90	$ 6.00
500	31.20	38.60	49.10	56.10	25.10
1,000	45.80	54.30	78.50	93.20	45.90
5,000	200.10	244.70	327.20	438.00	218.50
Pcode:	SNC2	SNC3	SNC4	SNC3R	SPPNCR

REGULAR MARVEL

Fits 1962-1972 Comics
7-1/8 x 10-3/8

	2 mil	3 mil	4 mil	Polypropylene Resealable 3 mil	Polypropylene Resealable 1.5 mil
100	$ 7.20	$ 9.10	$ 12.30	$ 12.90	$ 6.30
500	31.20	38.60	49.10	57.70	26.20
1,000	45.80	54.70	78.50	95.80	48.90
5,000	200.10	244.70	327.20	438.00	227.40
Pcode:	SMAR2	SMAR3	SMAR4	SMAR3R	SPPMARR

DELL & SILVER AGE

Fits 1950s-1962 Comics
7-1/2 x 10-3/8

	2 mil	Polypropylene Resealable 3 mil	Polypropylene Resealable 1.5 mil
100	$ 7.80	$ 10.00	$ 6.60
500	31.90	39.50	27.50
1,000	57.00	66.00	52.30
5,000	255.10	303.90	240.50
Pcode:	SDSA2	SDSA3	SPPDSAR

ORIGINAL ART

11-1/2 x 19
(No Flap)

	3 mil
100	$ 21.70
500	83.90
1,000	159.60
Pcode:	SOAL

GOLDEN AGE COMIC

Fits Pre-1950s Comics
7-7/8 x 10-3/8

	2 mil	3 mil	Polypropylene Resealable 1.5 mil
100	$ 8.30	$ 11.50	$ 6.90
500	32.40	44.90	29.30
1,000	58.60	76.70	54.40
5,000	272.80	364.00	256.20
Pcode:	SGA2	SGA3	SPPGAR

TREASURY

Fits Treasury Comics
10-3/8 x 14-1/4

	2 mil	3 mil	Polypropylene Resealable 1.5 mil
100	$ 14.70	$ 17.50	$ 16.40
500	63.40	70.80	61.40
1,000	101.20	131.00	96.70
5,000	480.50	622.20	459.00
Pcode:	STE2	STE3	SPPTER

MAGAZINE

Standard
8-5/8 x 11-1/8

	2 mil	3 mil	Polypropylene Resealable 1.5 mil
100	$ 11.80	$ 13.45	$ 8.30
500	45.60	48.80	35.00
1,000	70.60	88.15	62.75
Pcode:	SMAG2	SMAG3	SPPMAGR

Large
8-7/8 x 11-1/8

	2 mil	3 mil	Polypropylene Resealable 1.5 mil
100	$ 12.90	$ 14.90	$ 8.50
500	49.90	53.75	35.40
1,000	77.50	88.15	64.30
Pcode:	SMAGL2	SMAGL3	SPPMAGLR

Note: Bags have 1-1/2" flap unless noted and come in printed outer packs of 100.

BACKING BOARDS

Prod. Code	Description / size (in)	*Grade	Gauge (in)	$/25	$/50	$/100	$/500	$/1,000
KCB30N	**NEW COMIC**	Economy	0.030	$ 3.70	$ 6.80	$ 10.60	$ 36.80	$ 68.10
KAF28N	6-11/16 x 10-3/8	Intermediate	0.028	7.50	13.40	20.90	84.40	148.70
KAF40N		Superior	0.040	13.10	24.20	42.20	183.10	318.60
KCB30R	**REGULAR COMIC**	Economy	0.030	3.70	6.80	10.50	36.80	68.10
KAF28R	6-15/16 x 10-3/8	Intermediate	0.028	7.50	13.40	20.90	84.40	148.70
KAF40R		Superior	0.040	13.10	24.20	42.20	183.10	318.60
KCB30DSA	**DELL & SILVER AGE COMIC**	Economy	0.030	4.50	7.10	11.10	44.90	75.90
KAF28DSA	7-3/16 x 10-3/8	Intermediate	0.028	9.00	14.30	22.10	89.70	157.50
KAF40DSA		Superior	0.040	14.00	24.50	46.40	194.20	337.70
KCB30GA	**GOLDEN AGE COMIC**	Economy	0.030	4.90	7.50	11.80	47.20	80.40
KAF28GA	7-11/16 x 10-3/8	Intermediate	0.028	9.60	14.90	23.50	94.20	166.60
KAF40GA		Superior	0.040	15.10	27.30	47.50	205.90	358.00

***Economy:** 0.030" Thick, non Acid-Free Grade. White on one side. For short-term storage.
***Intermediate:** 0.028" Thick, Acid-Free, White on both sides. For long-term storage.
***Superior:** 0.040" Thick, Acid-Free, White all the way through with 3% alkaline buffer for indefinite-term storage.

ALL BACKINGS COME IN PRINTED OUTER BAGS FOR EASY PRODUCT IDENTIFICATION.

COMIC DIVIDERS

Fit in our Comic Boxes with the lid on.
7-3/8 x 10-7/8

	Plastic	Corrugated 275 lb. test
25	$ 25.10	
50	40.10	$ 16.30
100	69.60	26.10
500	313.30	84.70
1,000	473.20+frt	139.40+frt
	Pcode: DCOMP	**Pcode: DCOM**
	.030 gauge White Polystyrene.	White on both sides. Indexed.

COMIC BOOK MAILERS

200# test Brown Corrugated.	Holds 12-14 Comics.	Holds up to 28 Comics.
10	$ 12.20	$ 17.30
25	22.90	32.40
50	38.70	54.80
100	62.40	88.20
250	128.90+frt	182.40+frt
500	214.90+frt	304.00+frt
	Pcode: MCOM14 $7^{1}/_{2}$ x $10^{3}/_{4}$ x $1^{1}/_{4}$	**Pcode: MCOM28** $7^{1}/_{2}$ x $10^{3}/_{4}$ x $2^{1}/_{2}$

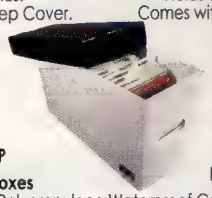
STORAGE/DISPLAY BOXES

PLASTIC CORRUGATED STORAGE BOXES

Holds 75-100 Comics.
Comes with 3" Deep Cover.
7-13/16 x 11 x 11

2	$ 20.10
5	40.30
10	70.70
25	143.80+frt

Pcode: XCC100CP



Holds up to 250 Comics.
Comes with 3" Deep Cover.
7-3/4 x 11 x 20

2	$ 27.50
5	57.90
10	101.00
25	200.20+frt
50	380.00+frt

Pcode: XLC250CP

Superior Storage Boxes
Made from White Polypropylene Waterproof Corrugated Plastic. Acid Free. UV Resistant. Folds together. Super Strong. Stackable.

COMPACT COMIC

7-3/4 x 11 x 15

Pcode		
XCC200	2	$ 12.30
	5	27.50
	10	42.50
	25	87.90
	50	130.30+frt
	100	234.40+frt

Holds up to 200 Comics.

LONG COMIC

7-3/4 x 11 x 26

Pcode		
XLC300	2	$ 15.90
	5	34.70
	10	69.10
	25	138.70
	50	184.30+frt
	100	325.60+frt

Holds up to 300 Comics.

MAGAZINE

9 x 11-1/2 x 15

Pcode		
XMAG150	2	$ 15.10
	5	34.70
Holds up to 150 Magazines	25	123.70
	50	223.30
	100	328.20+frt

Also use for Golden Age Comics & Folded One Sheets.

LIFE MAGAZINE

11-1/2 x 14-3/4 x 15-3/4

Pcode		
XLM60	2	$ 16.60
	5	36.00
	25	132.60
	50	231.50
	100	336.10+frt

Holds 60-65 Life Magazines or Treasury Comics.

These boxes are strong enough to stand on. They are 275 lb. test corrugated with a white finish. For extra strength, our Long Comic Boxes have 4 thicknesses of cardboard on the ends with handle holes. Our boxes are easy to assemble and need no tape or glue. All boxes come with a 3" Deep cover. **Bags Unlimited Boxes are the standard of the industry. DON'T SETTLE FOR SECOND BEST!**

VISA | AMERICAN EXPRESS | MasterCard

Your Name | Company Name (if applies)

Street address | SUB TOTAL

City | State | ZIP | All orders under $25 add $4

Card No. | NO POST OFFICE BOX NUMBERS FOR FedEx GROUND DELIVERY | C.O.D. orders add $7.50

Exp. Date | Day Phone ( ) | NY State Residents add 8.25% sales tax

Customer Account Code | Florida, states west of the Mississippi, including entire states of LA, MO, MN add 10% for shipping

Signature | WE NOW ACCEPT PAYMENT BY ELECTRONIC CHECK. Call for details. | **TOTAL**

BAGS UNLIMITED INC. • 7 CANAL ST. • ROCHESTER, NY 14608-1910 • (585)436-9006 • FAX (585)328-8526

Alaska, Hawaii, Virgin Islands, Puerto Rico, APO, FPO, Canada & International, call or write for a price quote. All prices subject to change without notice. Not responsible for typographic errors.

MANGA-MANIA!

CBG Guide to Shonen Jump Yu-Gi-Oh! manga

by JAMES MISHLER

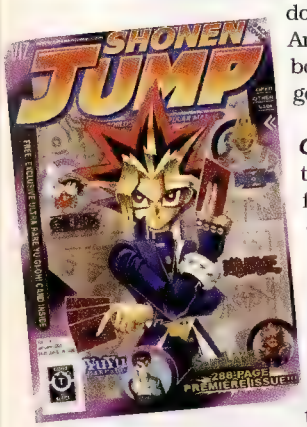
The first issue of *Shonen Jump*, Viz' English edition of the wildly popular Japanese manga magazine *Jump*, was released in January 2003. "Unlike most American comics, *Jump* offers an anthology of stories in one massive volume each month," stated the opening editorial. As is the case with its Japanese parent magazine, *Shonen Jump* includes serialized comics: ongoing stories of several different unrelated comic titles. In Japan, the serial anthology is the standard format for manga (Japanese comic books), but, in the United States, Viz took a chance with the different format.

While manga had caught on and the fad was in its early stages, at that point, Americans had only read it in the compiled trade paperback format, not in the anthology format. But with such headliner comics titles as the wildly popular *Dragon Ball Z* and *Yu-Gi-Oh!* serials, *Shonen Jump* had a solid foundation on which to build; to date, the magazine has reached more than 30 fat issues and keeps going strong.

Already amazingly popular thanks to the animated series and the trading-card game, the *Yu-Gi-Oh!* comic serial begins in *Shonen Jump* with stories of the characters' adventures before the animated show, running for seven whole volumes before the story of the animated series begins, providing readers a full background on the characters and history of

Yu-Gi-Oh! Most *Shonen Jump* issues can still be found at comic-book stores or on eBay at cover price or less, making the 300+ page $4.95 volumes readily accessible to fans new and old.

Though geared to teen readers, the American versions of the comic-book serials are truer to the original manga series than U.S. versions of the anime cartoons are to the Japanese originals. For this reason, the *Shonen Jump* stories are slightly more mature than a standard teen-oriented American comic book. The stories at first have dark themes and feature dangerous games and more violence, cursing, and innuendo than are normal for an American teen-oriented comic book. Parental guidance is suggested.

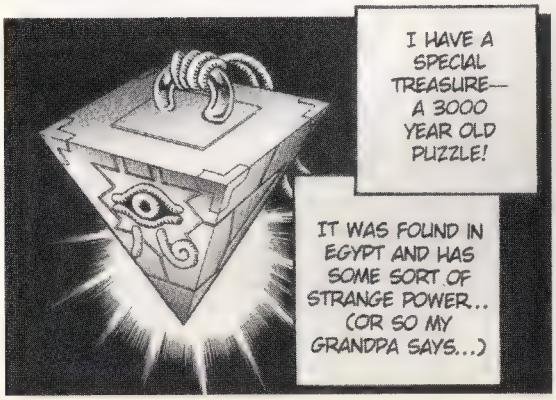


This initial installment in ***Comics Buyer's Guide's*** "Guide to *Yu-Gi-Oh!* Manga" covers the first 14 installments in the *Yu-Gi-Oh!* serial, included in *Shonen Jump* #1 to #6. In these stories, readers first discover the power of the Millennium Puzzle and witness the forging of the bonds of friendship among Yugi, Anzu, Jonouchi, and Honda. In these tales, Yugi and his friends also begin to realize the power behind *Magic and Wizards* and Dark Yugi's ability to play Shadow Games ... and where that power comes from. In addition to the *Yu-Gi-Oh!* manga serials, each issue of *Shonen Jump* includes news and information on *Yu-Gi-Oh!*-related merchandise such as trading-card games, board games, videogames, and toys. And, of course, each issue is also filled with other stories — but this guide deals only with *Yu-Gi-Oh!* manga and merchandise.

Shonen Jump #1 (Jan 03)

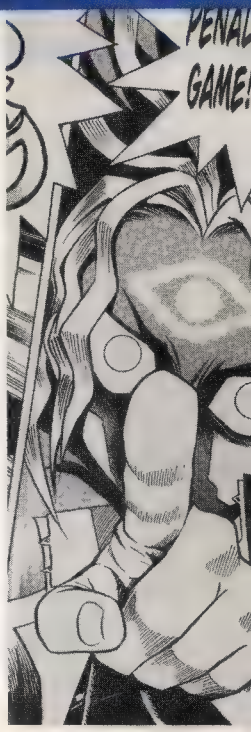
Firsts: Yugi Mutou, Katsuya Jonouchi, Hiroto Honda, Anzu Mazaki, Domino High, Sugoroku "Grandpa" Mutou, Dark Yugi, Shadow Game.

In the 48-page **Duel One: The Puzzle of the Gods**, readers first meet Yugi and his friends Jonouchi ("Joey Wheeler"), Honda ("Tristan Taylor"), and Anzu ("Téa Gardner"), as well as Yugi's grandfather, the owner of the family game store. Yugi is a student at Domino City High School. He's a nice, friendly guy who likes to solve puzzles, but, because he's small and weak, everyone bullies him. Even though Jonouchi and Honda always play mean tricks on him, Yugi is *still* such a nice guy that he takes a brutal bullying from the hall monitor Ushio — the biggest bully at school — to protect *them*!

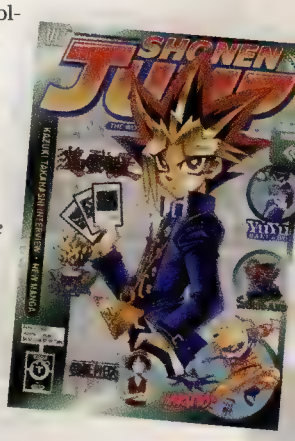

I HAVE A SPECIAL TREASURE— A 3000 YEAR OLD PUZZLE!
IT WAS FOUND IN EGYPT AND HAS SOME SORT OF STRANGE POWER... (OR SO MY GRANDPA SAYS...)

Yugi has spent eight years trying to solve the ancient Egyptian Millennium Puzzle that legend says will grant a wish to whoever solves it. Yugi's wish, should he solve the puzzle, would be for friends — since, except for Anzu, everyone seems to bully him. Yugi solves the puzzle but gets more than he bargained for, since at times he gains strange powers and a third eye in his forehead in the shape of the symbol on the Millennium Puzzle. While empowered by the Millennium Puzzle, he becomes reckless, gains immeasurable confidence, a disconcerting bearing and mien, and strange game- and puzzle-related powers: He becomes "Dark Yugi."

When he first becomes Dark Yugi, he has a second encounter with Ushio, in which he ends up challenging the bully to a "Shadow Game": a magical game to decide the fate of the players. Ushio loses because of his own greed and is punished in a disturbingly ironic way. Strangely, the next morning, Yugi has no recollection of the encounter or of his becoming Dark Yugi. He also discovers that Jonouchi now considers him a friend; he believes it is his wish being granted, but it may well be because of his own bravery in standing up to Ushio.



This issue also includes overviews of the anime videos *Yu-Gi-Oh! Vol. 3: Attack from the Deep* and *Yu-Gi-Oh! Vol. 4: Give up the Ghost*, the *Dungeon Dice Monsters*, *Duelists of the Roses*, and *The Eternal Duelist Soul* videogames, and the *Magic Ruler* and *Pharaoh's Servant* trading-card game booster sets. This issue also featured an exclusive insert: the **Blue-Eyes, White Dragon** variant card.



Shonen Jump #2 (Feb 03)

Firsts: The Director, The Intern, Hanasaki, Sozoji, Prisoner 777, Burger World — and Anzu falls in love with Dark Yugi.

This issue opens with a six-page interview with Kazuki Takahashi, the "Game Master," as he is known, the creator of *Yu-Gi-Oh!* Of note is that Takahashi mentions that the "Duel Disks," which Yugi and the other duelists wear on their arms in later stories, did not really exist, though he wished someone would invent them. Sure enough, today they are available at toy stores nationwide!

In the 21-page **Duel 2: Lying Eyes**, Yugi and Jonouchi encounter a "reality show" director who fakes bullying on school grounds in order to get better ratings — using an unsuspecting Yugi as the "star" of the show, with the director's intern as the bully and Yugi as the victim! Jonouchi gets caught in the middle while defending Yugi, and is beaten up by The

Director himself. Later that night, Dark Yugi pays The Director a visit at his station, where he challenges him to a Shadow Game. The Director loses — and suffers an ironic punishment.

In the 21-page **Duel 3: Hard Beat!** Yugi and classmate Hanasaki are bullied into trying to sell tickets to Sozoji's karaoke "concert." Unfortunately, Sozoji is famous as a terrible singer, but, if they don't sell the tickets, they get beaten up! The concert day arrives, and not a single ticket has been sold: Yugi couldn't stand to subject any to his friends to the horrible music of the bully, and he even took on the burden of Hanasaki's tickets. When Sozoji punishes Yugi and Hanasaki by making them listen to his concert at maximum volume, Dark Yugi intervenes and challenges Sozoji to a Shadow Game of silence. Sozoji loses by a heartbeat...

In the 23-page **Duel 4: Jailbreak**, Yugi and Jonouchi follow Anzu after school, trying to find out what she's been doing without them — only to discover that she's working at Burger World, which is strictly against the school rules! But that's the *least* of their troubles, since Prisoner 777 has escaped from jail and ends up at Burger World, where he takes Anzu prisoner and forces Yugi to serve him vodka and cigarettes. When Prisoner 777 threatens to kill Anzu, Dark Yugi manifests and challenges him to a Shadow Game — a game in which his own greed is his undoing. (Notice a trend here?) Further complications ensue, when Anzu, who is blindfolded, falls in love with the confident man who challenges the former prisoner — not knowing that that "man" is Yugi!

This issue also includes more information on *The Duelists of the Roses* videogame, a quick guide to the hieroglyphs (Egyptian writing) used in *Yu-Gi-Oh!*, details of the trading-card game *Duelist King Tournament and Tour*, and pictures and information on Mattel *Yu-Gi-Oh!* figurines.

Shonen Jump #3 (Mar 03)

Firsts: Kokurano, Freshman Class B, School Festival, Goro Inogashira, Senior Class D.

In the 21-page **Duel 5: The False Prophet**, Yugi, Jonouchi, and Anzu visit Kokurano, a fellow student who supposedly has psychic powers and can see the future through premonitions. Kokurano predicts Anzu will swoon when she meets a wonderful man whom she will fall deeply in love with, someone close to her already — meaning himself, since he is infatuated with her. He predicts that Jonouchi will have bad luck (which is nothing new for him) and that Yugi, who doubts his powers, will encounter disaster from countless letters that will fall from the heavens. Kokurano can see the future, to an extent, because he *makes* the future happen. He tries to kill Yugi by pushing over library shelves filled with books — but Yugi figures out the riddle just in time and transforms to Dark Yugi. Kokurano, meanwhile, has knocked Anzu out with chloroform — but Dark Yugi shows up to save her and challenges the false prophet to a Shadow Game. Kokurano's own lies catch up with him, and the secret behind his "powers" is revealed to the entire school — though Dark Yugi's identity remains secret, even to poor Anzu, who knows the man she loves only through his voice.

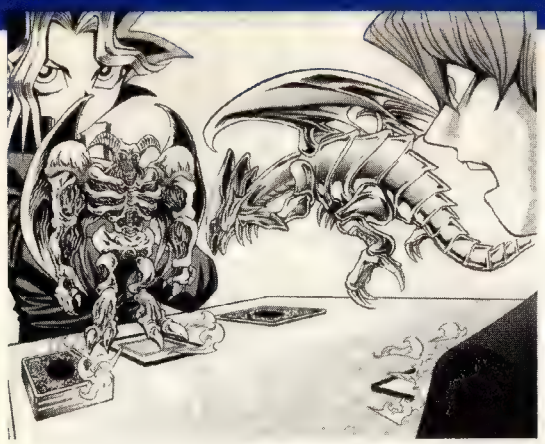
In the 23-page **Duel 6: Into the Fire**, Yugi's class decides to make carnival games for the annual School Festival. Unfortunately, though they win the prime spot for their booth in the booth lottery, Class D claims the booth, and its members force their way in, setting up a large griddle so that they can cook and sell cabbage pancakes. Yugi stands up against Goro Inogashira, the leader of the upperclassmen in Class D, is injured in the scuffle, and has to go to the infirmary. There, Anzu cries because the booth was destroyed, and Dark Yugi manifests — while her back is turned, and Dark Yugi disappears out the window before Anzu can see him. Dark Yugi challenges Goro Inogashira to a Shadow Game, a game of ice hockey on Class D's griddle — with a vial of explosives in the ice puck! Though truly challenged for the first time, Dark Yugi still wins, when he figures out he needs to turn Goro's own strength and speed against him. Yugi wins the prize — the booth for Class B — and the class has a successful time at the School Festival.

This issue also features a guide to Japanese junk food and details on the *Yu-Gi-Oh! Worldwide Edition Stairway to the Destined Duel* Game Boy Advance game.

Shonen Jump #4 (Apr 03)

Firsts: Miho "Ribbon" Nosaka, Ms. Chono, Junky Scorpion, Muscle Hunters, Magic and Wizards trading-card game, "Blue-Eyes, White Dragon," Seto Kaiba — and Honda becomes a friend.

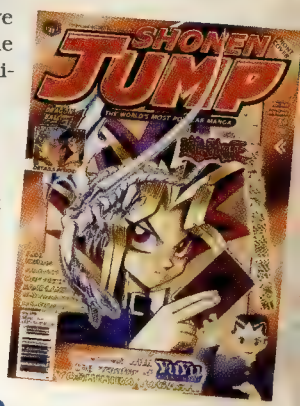
In the 21-page **Duel 7: The Face of Truth**, Yugi helps Honda express his feelings for Ribbon. They buy a blank puzzle at his grandfather's game store, and Yugi writes a love note to Ribbon for Honda on it — the idea being that it would be romantic for Honda's feelings to be revealed, as she puts the puzzle together. They put the puzzle pieces in a gift box and sneak it into Ribbon's desk before school starts. Unfortunately, the teacher, the vain and self-centered Ms. Chono, is having a bad day and calls for a desk inspection. If the puzzle is found, Ribbon could be expelled, since high-school romances are forbidden! The puzzle is found, but Ms. Chono decides to expel whoever wrote the love note. Yugi, Jonouchi, and Honda all take the blame for one another, but Ms. Chono notices that the last pieces will reveal the



name of the author and decides to finish the puzzle and expel whoever's name is revealed. Dark Yugi manifests (quietly and unnoticed by anyone else) and, through the power of the Millennium Puzzle, transforms the puzzle into a Shadow Game. If Ms. Chono tries to reveal the name of the writer in order to hurt him, she will only hurt herself. She does, and her façade of beautiful makeup shatters, like a puzzle, revealing the ugliness within. She flees the room, while Yugi, Jonouchi, and Honda become even better friends, having stood up for one another. Unfortunately, when Honda later asks Ribbon on a date, she turns him down!

In the 23-page **Duel 8: The Poison Man**, Yugi, Jonouchi, and Honda go to The Junky Scorpion, where Jonouchi plans to buy a pair of high-priced rare shoes. The owner of the store doesn't sell them to just anyone, though, and Jonouchi must take a challenge before he can buy them: He must put his foot in a shoe that has a scorpion in it! Jonouchi (foolishly) takes the challenge and is able to buy the shoes, but the owner warns him about the Muscle Hunters gang, which mugs people for their expensive shoes. Sure enough, barely two blocks from the store, the boys get mugged, and Jonouchi's new shoes are stolen! They track the thieves to an arcade, where they proceed to get revenge — and Muscle Hunters tell them the store owner hired them to steal the shoes. Dark Yugi manifests and goes back to the store, where he challenges the owner to a Shadow Game — and the store owner's greed proves to be his undoing. Honda and Jonouchi discover Yugi at the store with the shoes in hand, the owner being taken to the hospital, and Yugi having no memory of how he got there or what happened — raising Honda's suspicions.

In the 19-page **Duel 9: The Cards with Teeth (Part 1)**, Grandpa introduces Yugi and his friends to the *Magic and Wizards* trading-card game, which hereafter becomes a major feature of the *Yu-Gi-Oh!* stories. While he shows the kids his prized ultra-rare **Blue-Eyes, White Dragon** card, a classmate, Kaiba, enters the store. Kaiba is already a player in the national championships and turns down Jonouchi when he asks to play. Kaiba, however, is turned down when he offers to buy the **Blue-Eyes, White Dragon** card — even when he offers an entire briefcase full of cards in exchange! But Grandpa won't trade, since a dear friend gave him the card, and it is very precious to him. Later, when Yugi and Jonouchi are playing *Magic and Wizards* at school, Kaiba asks to see the card, since Yugi brought it with him — and he returns a photocopy in its place. Yugi notices but does not want to embarrass Kaiba in front of his classmates, so he later asks him to give the card back. When Kaiba refuses, denies he stole the card, and hits Yugi, Dark Yugi manifests and challenges Kaiba to a game of *Magic and Wizards* — a Shadow Game, in which the monsters come to life and attack each other! A penalty game awaits whoever loses... and the story is to be continued next issue, in the first two-part Yu-Gi-Oh! story.

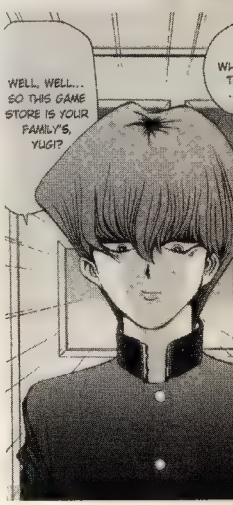


This issue also features a guide to Egyptian games, a guide to the *Yu-Gi-Oh!* cards featured in the *Duel 9* manga, and details on the *Yu-Gi-Oh! TCG Labyrinth of Nightmare* expansion.

Shonen Jump #5 (May 03)

Firsts: Summoned Skull, Jonouchi's dad, Rintama School, Hirutani, J'z.

The 21-page **Duel 10: The Cards with Teeth (Part 2)** concludes the *Magic and Wizards* Shadow Game between Dark Yugi and Kaiba. Kaiba is in for more than he ever imagined, as Dark Yugi uses the power of the Millennium Puzzle to bring the monsters of the trading-card game to life. At first, the battle goes against Dark Yugi, when Kaiba draws the **Battle Ox** card and combines it with a **Giant's Might** card to mow down every card that Dark Yugi draws. But then Dark Yugi draws the **Summoned Skull**, which takes out the Battle Ox, and the tables are turned. Things look grim, when Kaiba cheats, and pulls the stolen ultra-powerful **Blue-Eyes, White Dragon** card from his pocket, palms it, and plays it as his drawn card! But the card refuses to attack, knowing its true owner, and, when it fades away, Dark Yugi uses a **Monster Reborn** card to summon it to his side and finishes off Kaiba. Kaiba is caught in the Penalty Game, which draws him into the world of *Magic and Wizards*, where the monsters therein teach him all about death — though it is all only an illusion, since Dark Yugi simply wants to teach Kaiba a lesson about the heart of the cards.

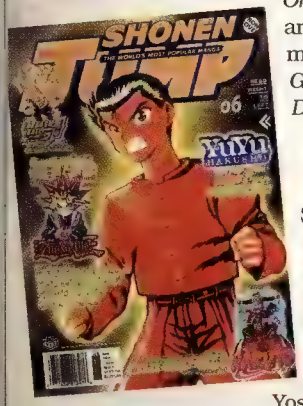


The 19-page **Duel 11: The Wild Gang (Part 1)** story opens with Jonouchi missing school — and Jonouchi *never* misses school. Yugi, Honda, and Anzu are worried about him and try to find him, but he's not been home for days. They search all over Tokyo and eventually find him hanging out with a gang from Rintama, another school. Jonouchi pretends not to recognize Yugi and his friends and even lets one of the gang members beat up Yugi. After the gang leaves, Yugi and the others can't believe that Jonouchi has changed like this and try to find him, figuring something is wrong. They find him at the

gang's hideout, an old club named J'z. There, they capture and question one of the gang members and find out that Hirutani, Kaiba's old middle-school gang leader, blackmailed Jonouchi into joining the Rintama gang: If he didn't join, the gang would beat up all his friends at Domino High! But seeing Yugi beaten is too much, and Jonouchi turns on the gang, knocking out the guy who beat up Yugi. And then the gang turns on *him*, as Yugi and friends rush to rescue him...

The story continues in the 21-page **Duel 12: The Wild Gang (Part 2)**, as the gang beats Jonouchi to the ground and drags him to the torture chamber. Honda kicks in the door of the hideout a moment too late: The gang is gone, with no clue to where they could be. Meanwhile, the gang has hung Jonouchi by his arms and are kicking and punching him without mercy. Then, they pull out 200,000-volt stun guns. Jonouchi is able to kick one unconscious but cannot resist the others, and he is tortured and shocked into unconsciousness. The three friends have split up to search for him, and Yugi turns to the Millennium Puzzle, which he believes made Jonouchi his friend, to find him before it is too late — and he does, just as the gang is about to shock Jonouchi to death. But it is Dark Yugi that finds them and, using his wits, is able to get one-up on the gang and challenges them to a Shadow Game — with deadly consequences. Dark Yugi triumphs, when Hirutani becomes overconfident in his solution to the puzzle. The gang is taken out, and Yugi takes Jonouchi down from his chains just in time for Honda and Anzu appear.

This issue also features a guide to the *Yu-Gi-Oh!* cards featured in the *Duel 9* and *10* story arc, a Q&A letters page on the *Yu-Gi-Oh!* manga and *TCG*, and information on the *Yu-Gi-Oh! Worldwide Edition Stairway to the Destined Duel* Game Boy Advance game.



Shonen Jump #6 (Jun 03)

Firsts: Professor Yoshimori, Shadi the Servant of Anubis, Millennium Items, Millennium Key, Millennium Scales (aka Scales of Justice).

In the 31-page **Duel 13: The Man from Egypt (Part 1)**, Yugi and his friends go to an exhibition of Egyptian artifacts in Tokyo. Yugi's grandfather is a friend of Professor Yoshimori, the archaeologist who uncovered a new tomb, so they get a special tour at the exhibit. While there, Kanekura, owner of the museum and sponsor of the expedition that discovered the tomb, asks Yugi if he can display the Millennium Puzzle — and Yugi agrees, but only for one day. Kanekura, however, has no intention of returning it and plans to sell it before the day is over. Unfortunately for him, Shadi the Servant of Osiris has tracked down the goods from the tomb and seeks to avenge the theft by challenging Kanekura to a Shadow Game. If he loses, the Penalty Game of Death awaits! So the Scales of Justice are used, and the weight of Kanekura's soul is measured against a feather. He loses the Shadow Game and is consumed by Ammit "The Devourer." As Yugi returns to Kanekura's office to recover the Millennium Puzzle, he encounters Shadi, who realizes that it is Yugi who solved the Millennium Puzzle. He uses his Millennium Key to look into Yugi's soul and there finds two doors: an open door to a room filled with light and games, representing Yugi, and a closed door, which opens to reveal ... Dark Yugi!

The story continues in the 21-page **Duel 14: The Man from Egypt (Part 2)** with Shadi meeting Dark Yugi in the second room in Yugi's soul. The room looks like a Pharaoh's tomb from ancient Egypt — exactly the kind of place where Shadi expects to find the secret to the power of the Millennium Puzzle. But it is merely an illusion, and the true room that holds the secret is hidden. Dark Yugi challenges Shadi to a Shadow Game: If he can find the hidden room, he can learn the secret. If not ... well, things could go badly for him. At his agreement to the challenge, the room around Shadi transforms into a vast M.C. Escher-style labyrinth, with corridors and doors going off in unimaginable directions. Shadi seeks the room door by door, but every door seems to be a trap. Just when he thinks he's found the true room, it ends up being another trap — and Shadi nearly falls into darkness, to be lost in Dark Yugi's soul forever! But Dark Yugi saves him, tells him that he has not lost the game, and says that this was merely the beginning of the contest between the two. When Shadi again stands in the living world, he tells Yugi that he has another self — and Yugi only laughs. But Shadi tells him that the only way he will solve the riddle of the true power of the Millennium Puzzle will be when he discovers his other self. He adds that he has one other person he must put on trial, that there is one other who must pay for defiling the territory of the gods, the Valley of the Kings ...

This issue also features *Yu-Gi-Oh!* fan art, letters, an article on religious beliefs of the ancient Egyptians, and details on the *Yu-Gi-Oh! TCG: Legacy of Darkness* expansion.

Look for full details on the *Yu-Gi-Oh!* manga serials in *Shonen Jump* #7 to #12 in a future issue of ***Comics Buyer's Guide***!

YEAH, HE'S IN HERE.

VS. SYSTEM FILE #DSC-064

BEETLE, BLUE

Name:
Blue Beetle (II)

Identity:
Ted Kord

First Appearance:
Captain Atom #83, 1966

Current Team Affiliation:
Justice League International

JLA™

Anybody can slap **Superman** and **Aquaman** on a box, name it the *Justice League of America* Trading Card Game, and call it a night. However, it takes true-blue comic lovers to include sleeper favorites like the **Blue Beetle**, **Zatanna**, and **Red Tornado**, and enlist fan-favorite artists to craft original artwork.

The JLA expansion for the Vs. System TCG features icons like **Superman**, **Batman**, and **Wonder Woman**, as well as your favorite not-so-well-known heroes. Pick it up today.

JUSTICE LEAGUE OF AMERICA and all related characters and elements are trademarks of and © DC Comics.
(s05)
Upper Deck Entertainment and design are TMs or Reg. TMs of The Upper Deck Company. Vs. System and the card hologram are TMs or Reg. TMs of The Upper Deck Company, LLC. ©2005 The Upper Deck Company. 985 Trade Drive, North Las Vegas, Nevada 89030 USA. Upper Deck Europe BV, Flevolaan 15, 1382 JX Weesp, The Netherlands. All Rights Reserved.

HORROR COMICS

tricks & treats through the ages

by **JAMES MISHLER**

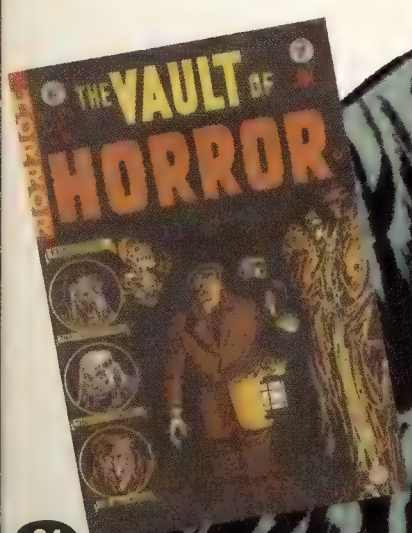
People like to be scared. Well, many young people, at least — some older folks find it a mite disconcerting to be disconcerted. But the mental rush from that adrenaline boost — when, for a brief moment, horror and terror reign — is a much-sought-after experience. Sometimes, there's even a moral behind the story, but, if so, it's usually just kicked in by the old fogy who feels guilty about telling such stories.

From the campfires of the Neolithic huntsman to the Gothic horror of 19th century literature, people have sought to frighten themselves (or, at least, others) with stories of ghosts, ghouls, vampires, and other things-from-beyond-the-grave. Comic books were not immune to the siren call of tales of dread and darkness. In fact, after super-heroes and funny animals, horror is one of the oldest comic-book genres.

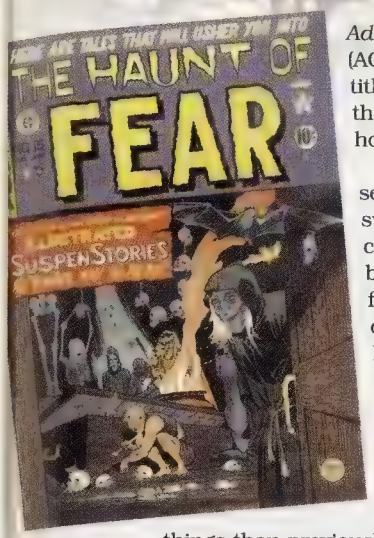
The Golden Age of Horror Comics, 1950 to 1955 — The New Trend

The Golden Age of horror comics began, as the Golden Age of super-hero comics was coming to an end — one helped spur the other, as horror comics piqued the interests and emptied the pockets of older kids who had grown away from the super-heroes of their youth. In 1947, William Gaines inherited Entertaining Comics — better known simply as E.C. — from his father, Max Gaines, one of the founders of the comic-book industry. Not much taken by the industry or the company, young Gaines ran the company halfheartedly until two years later, when he began converting existing titles to horror titles, beginning with *War against Crime*, which became *Vault of Horror* with #12 (Jan 50). By mid-year, he had also re-tasked *Crime Patrol* to *Crypt of Terror* with #17 (Apr 50, later renamed *Tales from the Crypt* with #20, Oct 50), and *Gunfighter* into *The Haunt of Fear* (May 50).

These "New Trend" comic books, as they were termed — along with science and fantasy titles *Weird Science* and *Weird Fantasy* — were not the first horror comic books. That honor goes to *Eerie* (Avon, Jan 47) and



All characters and images (c) 2005 respective copyright holders



Adventures into the Unknown (ACG, Fal 48), though those titles were not the catalyst that set off the Golden Age of horror.

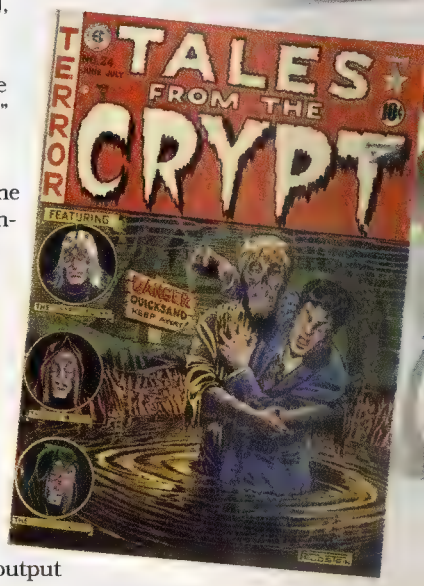
It was the New Trend series from E.C. that saw such success that other comic-book companies began to emulate the horror forms and conventions developed by Gaines and his team. The New Trend line was replete with far more displays of gory violence, crazed situations, terrifying monsters, overt sexuality, dark mutations, and downright strange things than previously seen in comic-book formats. When new publishers moved into the genre, they continually tried to one-up and outdo each other to be on the cutting edge of the genre and win market share against the growing numbers of other horror comics. Each new title and each new issue sought to outgross and out-gore the last. Even other comic-book genres began to feel the effects; these included crime comics, which became gorier with each passing issue. The publishers, ironically, by unearthing new extremes of horror, were quickly digging their own graves.

The peak of the Golden Age of horror comics came in 1952 and 1953 — it seemed each month spawned two or three new titles. According to Lawrence Watt-Evans in "Spine Chilling Tales of Horror and Suspense! A Brief History of Pre-Code Horror" (*Comics Collector* #3, Spr 84), nearly a third of all comic-book titles published in '52 were horror comics. That would be approximately 150 titles with names like *Strange Worlds,t Witches Tales, Dark Mysteries, World of Fear, Haunted Thrills, Strange Terrors, Weird Horrors*, and *Weird Terror* — every day that year must have seemed to be Halloween on the comics shelves of America's newsstands. The problem was that, not only did comic-book readers notice, but so did others — politicians, parents, and psychologists — all of whom had their own reasons for burying comic books, especially horror comic books, in an early grave.

Spearheaded by psychiatrist Dr. Fredric Wertham — author of the comic-book attack *Seduction of the Innocent* — the movement against the "immoral" qualities of horror comics met politicians' separate and distinct goals of investigating the potential "communist" content of comics and magazines and potential mob ties involved in the comics and magazine production and distribution chain. While the distribution issues were handled in other ways, the public push against horror (and crime) comics, which included a Senate investigation, ended with the creation of the Comics Code Authority of the Comics Magazine Association of America, a comic-book-industry organization for self-censorship that essentially kept horror comics — or anything else challenging the mores and morals of the day — from appearing in most comic-book-format publications.

The publishers, ironically, by unearthing new extremes of horror, were quickly digging their own graves.

Independent newsstand distributors refused to carry comic books that did not have the CCA stamp of approval. The stamp indicated that the issue on which it appeared was produced according to the Code, which prohibited the depiction of monsters (especially vampires, werewolves, ghouls, and zombies), blood and gore, knives, liquor, tobacco, sexuality, disrespect of authority, and even the use of the words "horror," "terror," or "crime" in comic-book titles. Founded in 1954, the CCA shut down the Golden Age of horror comics by the end of 1955, though most publishers had given up publishing anything that could remotely challenge the Code many months before that.



The Dark Age of Horror Comics, 1955 to 1971 — Hiding out on the magazine stand

When the Comics Code Authority clamped down on horror in comics, most companies that had based the bulk of their output on horror comics collapsed, moved on to other comic-book genres, or tried other forms of publishing. William Gaines and E.C., for example, tried *Piracy* and the "New Direction" titles *Aces High, Extra!, Impact, MD, Psychoanalysis*, and *Valor* and transformed *Weird Science-Fantasy* into *Incredible Science Fiction* (Jul 55). The attempt to maintain economic viability for the line failed, but, fortunately, the publisher was successful with a single title, thanks to Editor Harvey Kurtzman. Founded shortly after the horror comics, *Mad* went from "child-sized" comic-book format to "adult-sized" magazine format with #24 (Jul 55). E.C.'s other "adult-sized" magazine-format comic series — the "Picto-Fiction" titles *Confessions Illustrated, Crime Illustrated, Shock Illustrated*, and *Terror Illustrated* — had no more success than the earlier New Direction titles, and three folded within two issues. (A third issue of *Shock* was printed; then, 100 copies were hand-stapled by office staff for distribution to the staff and contributors.) But, as comics fans know, *Mad* became a wild success.

That's the same direction some other publishers who wanted to

continue with horror comics went: to magazine size to escape the Code. They not only escaped the Code; like the Picto-Fiction titles, they mostly went out of the reach of their core market. Combined with the return of super-hero comics with the advent of the Silver Age of super-heroes in the late '50s and early '60s, horror nearly disappeared entirely. It wasn't until the American cultural attitude toward horror changed in the late '60s and early '70s that the ever-shifting series of horror-oriented magazines — with familiar-sounding titles like *Tales from the Tomb, Horror Tales, Tales of Voodoo, Weird,* and *Horror Monsters* — found a fair-sized audience.

Jim Warren's line of horror comics magazines, starting with *Creepy* #1 (1964) and including *Eerie* and *Vampirella,* was the beginning of the revolution in comics that would lead to the Silver Age of Horror Comics. There were a few other chinks in the wall "protecting" readers from unsettling stories: Dell Comics (which had separated from Western Printing and gone its own way but remained unscreened by the Code) published a few issues that stayed in young readers' memories for years. Most notable among them was the first issue of *Ghost Stories* (Sep 62), with creepy tales scripted by *Little Lulu* comics genius John Stanley. But they were short-lived.

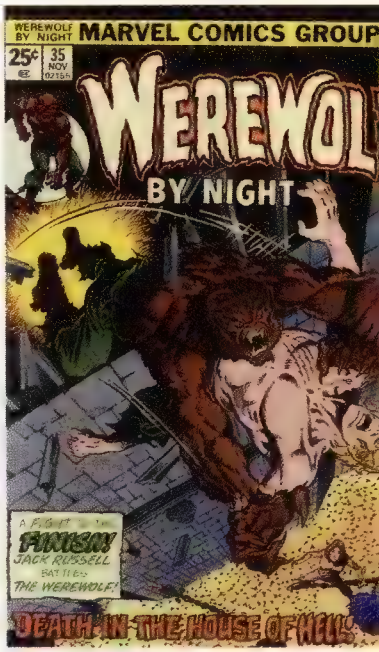
Creepy, Eerie, Vampirella, and other such horror "comic magazines" became popular again on the coattails of the horror movies that became common in the '60s. The horror-movie revival was sparked by Hammer Horror films in 1957, with *The Curse of Frankenstein,* starring Peter Cushing and Christopher Lee. Over the next decade Hammer Film Productions made more than a dozen horror movies featuring Frankenstein's monster, Dracula, the werewolf, and others, which were as popular in the United States as they were in their native Britain. It could be argued that those popular movies pushed the edge of society's tolerance for gore and horror further out. At the same time, comic-book publishers were pushing the boundaries of the Code, especially with monsters and horror, as the public was demanding more — even though the Code had not changed with changes in society.

Then, the Comics Code Authority blinked, when distributors carried the *non*-CCA approved *Amazing Spider-Man* #96-98 (May-Jul 71), which featured the famous "Harry Osborn on drugs" storyline. The CCA, in order to remain relevant, re-examined its Code and made a number of changes that reflected the evolution of mores during the prior 16 years. Among these changes were allowing depictions of vampires, werewolves, and ghouls in their "classic" form. This opened the creative floodgates and set off the Silver Age of Horror Comics.

The Silver Age of Horror Comics, 1971 to 1977 — Monsters, Monsters, Monsters!

Between late '71 and early '75, no fewer than 40 horror-oriented comic books premiered on the newsstand. Most of these were heavily "monster" oriented, unlike those in the Golden Age of Horror Comics, which featured not only classic monsters, but also strange things from beyond, slaughter and gore, murder and mayhem, and witchcraft. The Code, however, relaxed mostly on the depiction of monsters. Elements that allowed other aspects of horror to flourish, such as sexuality, crime, blood, gore, and non-"classic" monsters (essentially, monsters *not* based on such classic Gothic literature as Mary Shelley's *Frankenstein,* Bram Stoker's *Dracula,* any one of scores of ghostly tales, or even Goethe's *Faust*) were still forbidden. So classic monsters dominated the covers and stories in the Silver Age of Horror Comics.

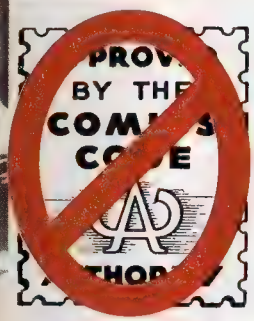
Core titles of the era included *The Demon, Frankenstein, Ghosts, Ghostly Haunts, Monsters on the Prowl, Werewolf by Night,* and the era-defining *Tomb of Dracula,* not to mention *House of Mystery* which had survived the Code era and its "twin" title *House of Secrets.* Monsters flourished in both magazine and comic-book formats, in their own titles and beyond.



ISSUE #1 IN STORES JANUARY 2006!

FENICKX™

A key point in abandonment of full Code control came with the adoption of the Vertigo label by DC Comics: Nary a Vertigo title ever received the imprimatur of the CCA.



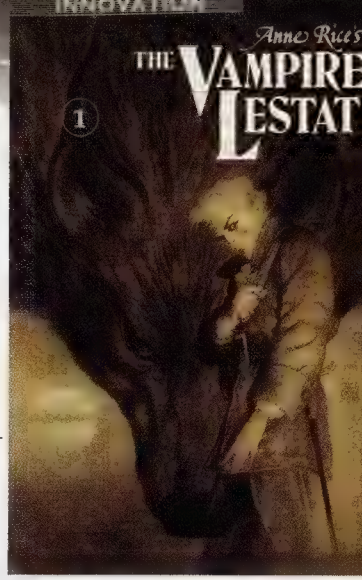
Monsters not only returned to the pages of their own comic books, they also took to stalking super-heroes. One of the first was Morbius, the Living Vampire, who started causing trouble for Spider-Man in *Amazing Spider-Man* #101 (Oct 71), merely six months after the CCA blinked. This period, too, was the first flowering of the related swords-and-sorcery comic-book genre, with such titles as *Conan the Barbarian*, *Sword of Sorcery*, and *Warlord* — all replete with monsters and other spooky things.

The fact that the youngsters who picked up the horror comics in their early teens were graduating from high school, going on to college, and generally abandoning comics altogether was a not-insignificant factor in the end of the Age — and their younger brothers, instead of reading about Frankenstein, wanted to read about Darth Vader.

The end of this period also coincided with the publication of Anne Rice's novel *Interview with the Vampire* (1976). Rice followed *Interview* with *The Vampire Lestat* in 1985 and *Queen of the Damned* in 1988. While it did not become wildly popular until the mid-'80s, *Interview* was predictive, if not a causative force, of the sea change in the perception of horror that would come in the '80s. In the post-Vietnam era, the horror genre in general crept away from a focus on the monster under the bed or in the grave to a focus on the monster within and with the monster dealing with its *own* agonies rather than necessarily projecting them onto unsuspecting innocent victims. However, it would be about nine years before this was reflected in comic books.

The Modern Age of Horror Comics, 1986 to 1995 — Angst, Ennui, Slashers, and Bad Girls

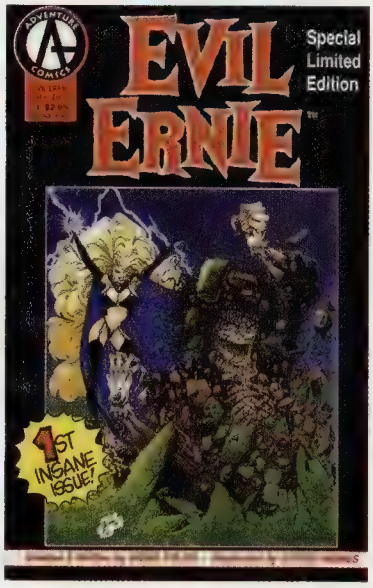
The Modern Age of Horror Comics began even before the change in title of *The Saga of the Swamp Thing* (#1, May 82) to *Swamp Thing* (2nd Series) with #46 (Mar 86). The shift came when Alan Moore took over the series with "The Anatomy Lesson" (#21, Feb 84), which changed the focus from the classic monster-horror-style tales exemplified by Bernie Wrightson in *House of Mystery* and the first Swamp Thing series with Len Wein (starting in *House of Secrets* #92, Jul 71) to a humanist horror — part of the shift in perception of the nature of horror. This was a shift experienced across the board in horror comics, a reflection of the shift that was occurring in horror novels, movies, and even music (*e.g.*, the Goth movement) in which the formerly monstrous *antagonist* became the monstrous *protagonist*, beset with angst and ennui, with distinct elements of Gothic black humor and the macabre *à la* Tim Burton. This style was epitomized in *Interview with the Vampire*, *Hellblazer*, *Morbius the Living Vampire*, *Sandman*, *The Vampire Lestat*, and other "beast within"-style comic books.

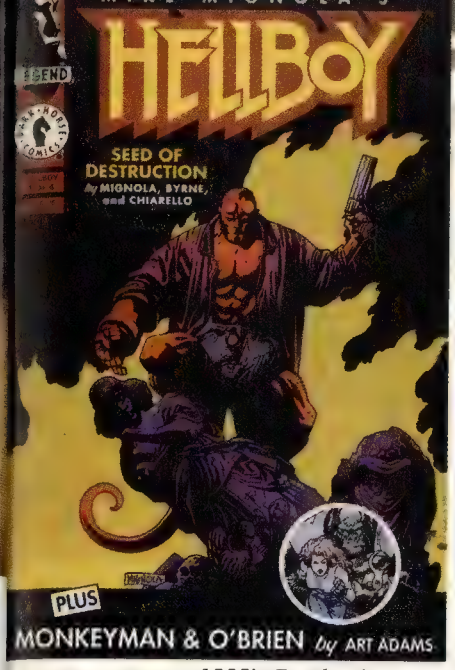


This innovation came at an interesting time, following as it did the final reduction of the Comics Code Authority to virtual insignificance. With the development of the direct market in the early '70s, the collapse of the comic book on newsstands in the early '80s, and the final and complete victory of the direct market in the early '90s, the Code rapidly became obsolete, since the bulk of comic-book output was no longer sold via mass-market, returnable channels. Smaller publishers were quick to take advantage of this, and many titles in the Modern Age were never even submitted for CCA approved.

A key point in abandonment of full Code control came with the adoption of the Vertigo label by DC Comics: Nary a Vertigo title ever received the imprimatur of the CCA. The Modern Age horror genre reached its most iconic representation of cosmic angst and ennui personified in Neil Gaiman's *Sandman*, the first Vertigo title (#1, Jan 89). Though regarded by some as simple fantasy, the series has at its core themes that are indistinguishable from Modern Horror forms — the angst- and ennui-absorbed members of The Endless being utterly inhuman yet seeking their own humanity is a perfect example of the core focus of the Modern Horror genre.

A second major genre focus that developed in the Modern Age, hand in hand with the decline of the Code, was a refinement of classic '70s slasher gore-fest movie-style horror, as epitomized in the films *Texas Chainsaw Massacre*, *Carrie*, and *Night of the Living Dead*. Usually associated with a mystical empowerment, the central characters of these titles range from misunderstood teens to friendly demons to "bad girls" with





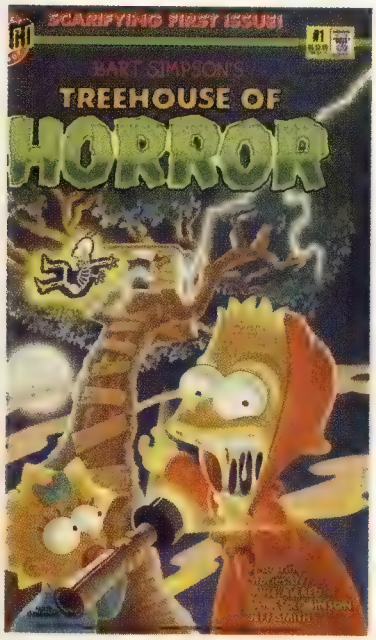
big guns, swords, and/or fangs. This person or thing often feels remorse and/or loss, even while reveling in its destructive abilities — a merging of movie themes and literary or comic themes. This sub-genre, "super-powered slasher," also falls under the horror sub-genre of the super-hero genre and includes titles such as *Evil Ernie*, *Lady Death*, *Hellboy*, and *Spawn*.

1993's *Death: The High Cost of Living* — the first solo adventure for Death, the sister of the Sandman featured in Gaiman's *Sandman* series — is the tipping point of the Modern Age, as it presaged the nascent Postmodern styles and themes, as did *Scarlett* (also 1993) and *Hellboy* in 1994.

The Postmodern Age of Horror Comics, 1995 and on — *Scooby-Doo* Triumphant

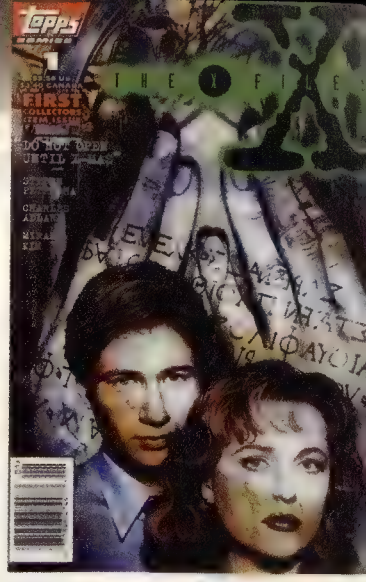
Postmodern horror comics are defined by their self-referential nature, in which each work defines horror no longer through the experience of the terror of the unknown versus innocence of the known. Instead, it's based on the protagonist's *being* the horror and is typified by emphasis on a coolly appraising distance, rather than instinctive involvement.

Whereas during the Modern Age, the monster within was a beast, whether it slaughtered innocents or wore away the years ridden by boredom, in the Postmodern Age, the beast became the hero and the hero *embraced* the beast — usually with an element of tongue-in-cheek hip humor. Though once upon a time monsters and horrific circumstances were designed to shock the protagonists, in Postmodern Horror these things are regarded with blasé abandon: A monstrous beast is not encountered with resignation to a horrible fate but with resignation that the encounter might make the character late for a date or a party, or, heaven forefend, she might break a nail while dispatching it with zest, sardonic quips, and many a cartwheel.



This style is epitomized in the *Buffy the Vampire Slayer* movie, television show, and comic book, in which Buffy's team of friends call themselves the "Scoobies," a reference to the *Scooby-Doo* comic-horror television show. The Scoobies included not only The Slayer, but also a werewolf, a former demon, a vampire with a soul, and a witch: all (usually) dedicated to good!

The *Scooby-Doo* reference also ties into the *X-Files*, as fans considered the *X-Files* television show to be a sort of "Anti-Scooby-Doo." No matter how many times the agents encountered evidence of the supernatural, they always concluded, contrariwise, that the causes of such were natural or man-made — regardless of how much one agent may want to believe. This is the *opposite* of Scooby-Doo and friends, who always ran into strange incidents that everyone *believed* were based on supernatural horror or strange science, but in the end, were discovered to be no more than guys with masks and special effects.



Aside from such early anomalies as the sardonic Howard the Duck (introduced in the more traditional Man-Thing stories starting with *Fear* #19, Dec 73), the Postmodern Age of Horror Comics may be said to have begun with Topps' publication of *The X-Files* comic book (#1, Jan 95). This is an easy, if arbitrary, marker for the Age, since a few comics titles that exhibited the core concepts of postmodern horror appeared in 1994 (or even as early as 1993, with the release of the clone of the 1992 *Buffy the Vampire Slayer* film, *Scarlett*). It reached its height between 1998 and 2002, when Dark Horse Comics' *Buffy the Vampire Slayer* licensed comic book dominated the genre. Titles typical of this period include *The Nocturnals*, *Johnny the Homicidal Maniac*, *Treehouse of Horror*, *Sam and Twitch*, and *Angel*. Like the Modern titles, there is a secondary focus, in which the Goth and perky-Goth elements introduced by Gaiman's Death continue unabated, merging with the other themes and forms of the Postmodern style of horror. This is seen in such titles as *Scary Godmother*, *Lenore*, and *Gloomcookie*.

The Postmodern Age of Horror Comics entered what may be a new phase — or perhaps, ended, and a new age began — in June 2002, with the release of *30 Days of Night* by IDW. The critical and financial success of *30 Days of Night* reinvigorated the horror genre, and there has been a re-awakening of the genre in comics, not only Postmodern Age-style but also Modern, Silver, and even Golden Age-style. Whether we are seeing the last gasp at the end of an Age or the birth of a new one is, as yet, unknown.

The listing of horror comics is incomplete — it lists, at *best*, many of the horror comics

Whereas during the Modern Age, the monster within was a beast, whether it slaughtered innocents or wore away the years ridden by boredom, in the Postmodern Age, the beast became the hero and the hero *embraced* the beast — usually with an element of tongue-in-cheek hip humor.

releasing in October and November and should be considered a sampling, *not* a comprehensive list. Check with your friendly local comics shop to find out more about horror comics that are currently available.

Ape Entertainment
www.sullengray.com

Sullengray — Sullengray appears to follow in the footsteps of what could be called the "Tim Burton" sub-genre of horror, falling somewhere on the macabre, Gothic cusp between the Modern and Postmodern styles of horror comics. It follows the adventures of the one person in Autumn's Grove who is not overcome by the horror of everyday life — which seems to include walking dead and things less savory. Not for children, the first issue hits stands in October.

Avatar Press
www.avatarpress.com

Escape of the Living Dead — John Russo, co-writer of the classic horror movie *Night of the Living Dead*, developed and wrote this five-issue sequel, which takes place in Pennsylvania in 1971, three years after the events depicted in the movie, a classic zombie survivor gore fest. Issue #2 releases in November.

Friday the 13th: Bloodbath — This three-issue series follows the further adventures of Jason Voorhees, as he is awakened once again when 10 teen-agers embark on a slaughter at Camp Tomorrow, detailing the bloodbath that follows. Issue #3 releases in November.

Lady Death — More than a decade after her first appearance and through more than a few corporate crashes, Lady Death keeps on keeping on, with creator Brian Pulido at the writing helm. Having emerged from the core mad gorefest of the early days with Evil Ernie, Lady Death can now be found in numerous titles, ranging from the sword-and-slaughter *Medieval Lady Death* to the leather-and-lace *Lady Death 2005 Bikini Special* — and that's just two of the numerous titles, which pale by comparison to the number of covers!

Nightmare on Elm Street: Paranoid — Freddy Kruger is back, haunting the dreams of the young and not-so-innocent-at-heart. This time, his nightmarish machinations are focused on Claire and her nubile friends. Issue #3 releases in November.

Texas Chainsaw Massacre: The Grind — The unsuspecting Jefferson Girls' Choir has an unscheduled appearance special for Leatherface, the infamous wielder of the most famous chainsaw in movies. *The Grind* takes readers back to the early days of Modern horror, and, with its gore aplenty, readers will find out just why they don't want to mess with Texas. Issue #3 releases in November.

Blind Wolf Comics
www.artbaltazar.com

Patrick the Wolf Boy — Star of a horribly fun and terrifyingly cute series, Patrick is a young werewolf stuck in a mostly normal world, though he does have strange friends like the Grimm Reaper and Bizzarro Alien Patrick. Patrick goes through life trying to avoid the Bully and the Screaming Pajama Lady while trying to catch the Squirrel and have fun with his classmate Lil' Neve. *Grimm Reaper: Halloween Fiesta* releases in October, while the *Patrick the Wolf Boy: Birthday Special* releases in November.

Boom! Studios
www.boom-studios.com

Zombie Tales — This series is a horror anthology with stories and art from Mark Waid, Keith Giffen, Andrew Cosby, John Rogers, Ron Lim, Andy Kuhn, Joe Abraham, and others. Like classic anthologies, most of the stories are stand-alone, Done in Ones focusing on the horrifying world of the walking dead. *Zombie Tales: Death Valley* #1 releases in October.

Carnopolis
www.carnopolis.com

Carnopolis — The "cosmic horror magazine" that "knows no censorship boundaries," this title is a mix of classic '70s-style underground horror comics and stories. In its third issue, *Carnopolis* features a "Zombies of the SS" sketch book and cover by *Nocturnals'* Dan Brereton, "Toxic Toons," and offerings of other cosmic horrors. Not for children, #3 releases in November.

Claypool Comics
www.claypoolcomics.com

Deadbeats — With taglines like "Love & Death — Sex & Sensuality" and "comic's premier vampire soap opera," *Deadbeats* places itself squarely in the Modern Age style of comic-book horror, which is appropriate, since it has been running since 1992 and grew out of the heart of that era. Today, the title is tempered by more recent horror themes, but the heart of it is still found in a mix of angst, ennui, and monstrous slasher elements. For all that, it's not light reading — with long-developed plots and as convoluted a cast as any television soap opera, it has more frames and text than almost any three other comic books. The story follows often-opposing groups of vampires and their mortal victims and allies, as the vampires seek to control the city. Issue #74 hits stores in October.

Elvira: Mistress of the Dark — In perhaps the longest ongoing horror-oriented comic book extant, *Elvira* follows the manic misadventures of the most infamous horror hostess, Elvira. Encounter the Lord of Evil Pumpkins, zombie joggers, dancing dimensional demons, wedding slashers, and frightful fanged frat boys in the ongoing story of the freakiest femme fatale of the late-night UHF movie show. Issue #151 hits store shelves in November.

Dead Dog Comics & Entertainment

Elvira follows the manic misadventures of the most infamous horror hostess, Elvira. Encounter the Lord of Evil Pumpkins, zombie joggers, dancing dimensional demons, wedding slashers, and frightful fanged frat boys in the ongoing story of the freakiest femme fatale of the late-night UHF movie show.

NEW YORK COMIC-CON

FEBRUARY 24-26, 2006 JACOB JAVITS CENTER • NEW YORK, NY

COMICS | GRAPHIC NOVELS | ANIME | MANGA | TOYS | TV | MOVIES | GAMES

This is the place to be if you want to know what's next in comics, graphic novels, manga, anime, games and toys. More than a comic book show, this is the debut of New York Comic-Con, where thousands will get the first glimpses, the inside scoops and the behind-the-scenes buzz on hundreds of the entertainment world's most cutting-edge products and trends. Key exhibitors include ADV Films, Dark Horse Comics, DC Comics, Diamond Comic Distributors, DreamWorks S.K.G., Marvel Comics, the Sci-Fi Channel, Tokyopop, Viz, Wizards of the Coast and more. To see which creators and celebrity guests will be at the show, plus to get an updated schedule of special events, visit our website.

BUY TICKETS NOW!

BE ONE OF THE FIRST TO RECEIVE A SHOW-EXCLUSIVE COLLECTIBLE!

WWW.NYCOMICCON.COM

OR CALL 1-888-605-6059

WWW.NYCOMICCON.COM

Presented by Diamond PREVIEWS One Catalog. Tons of Cool Stuff.

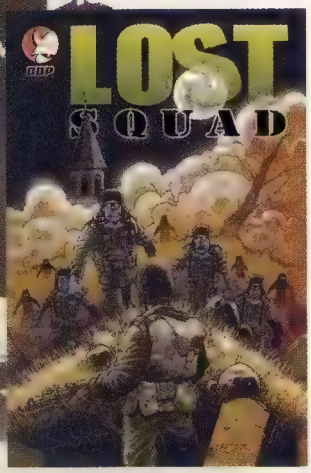
Sponsored by

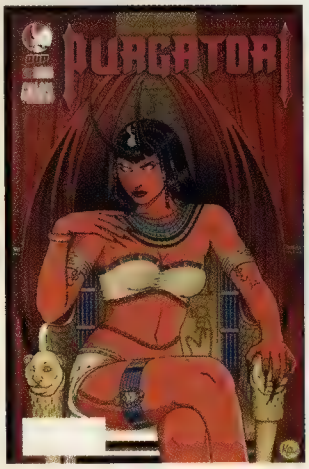
LIBRARYJOURNAL

Publishers Weekly Playthings School Library Journal MARVEL

Organized by Reed Exhibitions

© 2006 REED-ELSEVIER, Inc.





www.deaddogent.com

Curse of the Blood Clan — Werewolves, silver bullets, and all-too human horrors can be found in this title, one of the few that currently focus on werewolves. Jackson Bale takes on the ancient enemy of mankind with silver bullets and vengeance in his heart. #2 ships in October.

Tom Sullivan's Book of the Dead: Devilhead — Archaeologists have a bad habit of reading the one ancient book that just happens to open a gate to very bad places and unleashes a plague of zombies. When will they learn? Of course, the only way to stop the plague is to read more of the book. Will this save the world or condemn it? #2 ships in November.

Devil's Due

www.devilsdue.net

Evil Ernie — The Chaos! Comics psycho slasher who helped start the trend in the Modern Age, Evil Ernie returns to his murderous form in *Evil Ernie in Santa Fe*. He is hunted and haunted by a woman who might well be the lady of his dreams — or is she something *worse*? And Smiley was there, too! Issue #3 of 4 hits stores in October.

Hack Slash — This series follows the adventures of Cassie, the daughter of the Lunch Lady, a slasher who had a penchant for "re-using" her victims in the school kitchens. Her traveling companion is Vlad, who can all too often be mistaken for a slasher himself. Their goal: Kill all slashers! *Hack Slash: Land of Lost Toys* is the latest installment in the saga, in which Cassie and Vlad take on a toy collector who kills children using their own toys. Issue #1 of 3 ships in November.

Lost Squad — "The Dirty Dozen meets The X-Files" is the tagline for this series, which follows the adventures of The Lost Squad, a group of American commandos battling the Nazis toe-to-toe, footslogging their way across Europe against the Reich's darkest occult monsters and magic. They seek to capture or destroy the machine known simply as Codename: Sybil — kind of hard to do, when said machine is used to predict the future! Issue #2 of 6 hits stores in October.

Purgatori — Originally another one of the Chaos! Comics stable of "Bad Girl" characters, the vampire Purgatori starts anew at Devil's Due in October, where she cuts a bloody swath while sashaying her way through ancient Egypt, making myths and warring with the gods as she goes. The first issue of the new series ships in October.

Dynamite Entertainment

www.dynamiteentertainment.com

Army of Darkness — Following two earlier Army of Darkness mini-series published with Devil's Due, the current *Army of Darkness vs. Re-Animator* title brings together two long-established horror movie worlds. Can Ash save the world (again) from the Deadites, zombies, and ancient Lovecraftian gods while trapped in Arkham Asylum, or will his chainsaw and boomstick finally fail him? #4 ships in October.

Harris Comics

www.vampirella.com

Vampirella — The classic vampire fatale of the Dark Age of horror has continued, in one form or another, on and off for more than 35 years, with only a brief hiatus in the mid- and late '80s. Vampi evolves as the horror genre and comic books have evolved, even spawning a manga version, though always retaining her essential self. Today, Vampirella can be found in the pages of *Vampirella/Witchblade: Feast* and *Vampirella: Revelations*, the first issues of each being introduced in October and November respectively. Four-issue collections of the limited-run *Vampirella Magazine* will also hit stores in October and November.

IDW

www.idwpublishing.com

IDW is currently a leading publisher of horror comics, licensed and original. The listing here is incomplete, especially considering trade paperbacks of the earlier titles that are still available, most notably *30 Days of Night*. This list includes only some of the major titles IDW publishes — the vast majority very much *not* for children.

Angel— The vampire with a soul from the Buffy the Vampire Slayer television series, Angel is found in two series. *The Curse* concludes in October, as Angel's attempts to forge new allies erupts in bloodshed and death. In November, *Old Friends* begins and reunites Angel with old friends — and enemies. Which is which will be troublesome to discover.

Doomed — *Doomed* is IDW's new bimonthly, illustrated horror magazine, complete with its own hostess, Ms. Doom. The first issue includes stories written and/or illustrated by Ash Wood, Richard Matheson, F. Paul Wilson, Ted McKeever, Eduardo Barretto, David J. Schow, Kristian Donaldson, Robert Bloch, and Jeremy Geddes. The first issue makes its debut in October.

I Am Legend — This classic novel of modern horror written by Richard Matheson — and made into two movies, one starring Vincent Price, the other starring Charlton Heston — follows the tale of the last man on Earth, an Earth ruled by vampires. This adaptation by Steve Niles, illustrated by Elman Brown, will be available in October in 248-page black-and-white softcover and hardcover versions.

Saw: Rebirth — Based on the universe first

ONE OF OUR FINEST AUCTIONS - THANKS TO YOU!

PEANUTS FEB. 17, 1952 SUNDAY PAGE
ORIGINAL ART BY CHARLES SCHULZ - $39,930

ROY ROGERS/OFFICIAL FLASH DRAW GENUINE COWHIDE HOLSTER W/SWIVEL HIP ACTION" BOXED GUN SET
$2,645

"CHUCK WAGON"
RARE VINYL LUNCH BOX
$2,645

MICKEY MOUSE AVIATION DEPARTMENT BUTTON
$2,051

"BUCK ROGERS CLUB MEMBER"
RARE BUTTON
C. 1937
$2,993

RED DRAGON COMICS #6 (FIRST SERIES)
MARCH 1943
CGC 9.6
MILE HIGH COPY
$7,124

WATCH FOR OUR NEXT AUCTION ON DECEMBER 6-8

POPEYE
1930s
RARE POCKETWATCH WITH RARELY SEEN BOX
$6,213

GEORGE MC MANUS CHARACTER FIGURES BY MULTIPRODUCTS
$2,300

"GENERAL W.H. HARRISON"
RARE PEWTER RIM MIRROR
$6,655

On behalf of everyone at Hake's Americana & Collectibles and Diamond International Galleries, I want to extend a personal "thank-you" to all of our bidders, winners and consignors for making our September 20-22, 2005 auction such a success.

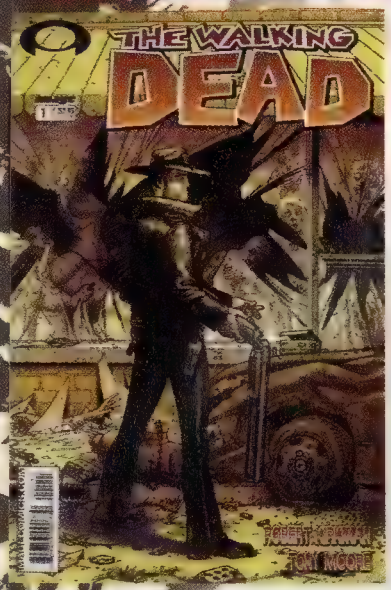
Some of the top items from this event, Hake's Americana & Collectibles Auction #185, are pictured at left with their prices noted. This cross section is only a sample, though, of the great material we featured this time.

If you're not already a part of the action, isn't it time you joined up? Our next event goes online November 9 and closes December 6-8, 2005. Take just a moment and reserve your catalog now by calling Toll Free **(866) 404-9800.**

Ted Hake
Founder and
Chief Operating
Officer

A Division of Diamond International Galleries

HAKE'S AMERICANA & COLLECTIBLES
1966 GREENSPRING DRIVE, TIMONIUM, MARYLAND 21093
TOLL FREE: (866) 404-9800 • EMAIL: HAKES@HAKES.COM • www.hakes.com



witnessed by shocked moviegoers in the movie *Saw*, *Saw: Rebirth* fills in the background and history that transformed a mild-mannered man into the monstrous slasher known as Jigsaw.

Shadowplay — This two-in-one series includes "Demon Father John's Pinwheel Blues" written by Amber Benson (Tara in *Buffy the Vampire Slayer*) and illustrated by Ben Templesmith, and "Shunt" is written by Christina Z and illustrated by Ashley Wood. #3 ships in October.

Image

www.imagecomics.com

The Walking Dead — "The zombie movie that never ends" follows a group of human survivors in a world taken over by zombies — but, unlike the movies, there is no happy ending, and life has turned into a constant battle for survival that strains the limits of the human spirit. One of the most acclaimed horror comics on the market today, #24 hits store shelves in October.

Slave Labor Graphics

www.slavelabor.com

Dead Eyes Open — John Requin is dead but, like all too many corpses these days, he didn't stay that way. He's a Returner, returned from the dead as a zombie — but, *unlike* the zombies of the movies and comics, John Requin and the other Returners have all their memories intact. The problem is the government wants to make sure the Returners return whence they came, beyond the veil of death. #2 releases in October.

Gloomcookie — A "Gothic soap-opera series," *Gloomcookie* follows a mad mix of macabre and accursed beings, including living wax statues, gargoyles, werewolves, and worse, such as bad Goth poets. Typifying the Postmodern Horror genre, Gloomcookie is a mix of angsty mirth and gleeful ennui, with more than enough mature perky Gothic horror to go around. The first 23 issues have been collected in four trades, while #25 hits stands in October.

The Haunted Mansion — This bimonthly title features stories inspired by Disney's The Haunted Mansion attraction (distinctly *not* the movie of the same name). The series tells the stories of the 999 "happy haunts" that give the mansion its name. The first issue releases in October.

Johnny, The Homicidal Maniac — One of the break-out titles of the early Postmodern Age of Horror Comics, this title focuses on Johnny, who is, indeed, a homicidal maniac and his weird, weird world, which includes his much put-upon neighbor Squee, Wobble Headed Bob, a voracious blood-drinking wall (inspirer of homicidal tendencies), and the comic-within-the-comic, "Happy Noodle Boy." Though *Johnny* completed its run in 1996, it is currently being re-released in a new printing, with #2 coming out in October.

Lenore — Replete with Gothic black humor and the macabre, the story centers on Lenore, "the cute little dead girl," and her friends, Ragamuffin the vampire-turned-ragdoll, Mr. Gosh the indestructible animated doll, Taxidermy the undead deer, and Kitty the dead cat (the only one of the bunch that generally stays limp and dead, though sometimes with cats it's hard to tell). Though *Lenore* completed its run in 1999, it is currently being re-released in a new printing, with #3 coming out in October.

3 Boys Productions

www.studentsoftheunusual.com

Students of the Unusual — This is a classic horror anthology with modern twists and turns. Each issue includes five or six stories, ranging from two-page shorts to multi-page ongoing stories. The two major features each issue are "Recalcitrant Jones & the Dead Beats" written by Terry Cronin and drawn by J. Chris Campbell and "Uncle Pat" stories written by Terry Cronin and drawn by Jorge Calamato. The rest of the stories range from classic '50s horror tales to psychedelic '70s monster and freak stories to post-modern double-ought shock horror montages. Issue #6 releases in October.

Viper Comics

www.vipercomics.com

Dead@17 — Josh Howard's series follows the adventures of Nara Kilday, who died at age 17. She got better. She went on to stop an invasion from dark realms beyond, challenge vile sorcerers, and question her new reality, all while wishing she could to try to have the normal life of a 17-year old. Quirky, cutting-edge, and filled with cute girls hacking apart nasty things, the first parts of the story consist of the initial series *Dead@17* and the sequels *Dead@17: Blood of Saints* and *Dead@17: Revolution*, with the prequel series *Dead@17: Protectorate* and the *Dead@17: Rough Cut* anthology series in current circulation.

CALL NOW FOR IMMEDIATE PAYMENT!!

CGC
Comics Guaranty, LLC
CHARTER MEMBER DEALER

ALWAYS SEEKING:

Golden-Age, Silver-Age & Bronze-Age Comics
Vintage Original Comic & Collector Card Art
Vintage Baseball Cards & Uncut Sheets
Movie Posters & Stills
Western, Sci-Fi and Comedy Collectibles
Vintage Toys in Original Boxes
Vintage Disneyana & Other Animation

William Hughes' Vintage Collectables
P.O. Box 270244
Flower Mound, Texas 75027
Office: 972-539-9190
Mobile: 973-432-4070
Fax: 972-691-8837
www.VintageCollectables.net
Email: whughes199@yahoo.com

Senior Advisor Overstreet Price Guide

The Blurbs!

by **RAY SIDMAN**

Even *The Losers* get filmed sometimes

The DC-Vertigo comic book *The Losers* has moved a step closer to the big screen. Director Peter Berg (*Friday Night Lights, The Rundown*) has signed to write and produce a Warner Bros. film adaptation and may direct the project, according to Reuters and *The Hollywood Reporter*. Berg is already listed as director for film projects *The Kingdom* for 2006 and *Bran Mak Morn* for 2007.

Comics writer Andy Diggle and artist Jock created the series (#1, Aug 03) about a U.S. special forces team, left for dead, which returns for revenge against those who sold them out. Along the way, the team continues to run ops — and right wrongs.

Bubba the Redneck Screen Star — Indie comic to become movie

By Jim Johnson

Mitch Hyman's *Bubba the Redneck Werewolf* comic book has been giving his fan base periodic doses of Southern-fried yuks for the past few years. Soon, a much wider audience will experience Hyman's satiric wit on the big screen with the release of a live-action *Bubba the Redneck Werewolf* film scheduled for theaters next fall.

Mitch Hyman

With the film scheduled for release on Halloween weekend 2006, Hyman described the movie to ***CBG*** as "a Marx Bros. film where a werewolf who's a redneck plays Groucho. It's funnier than hell and dumber than a bagful of hammers." The werewolf, of course, is Bubba, who has an interesting origin that begins in a small Florida town not unlike the town of Sanford, wher e Hyman grew up and currently lives.

"The village idiot can achieve two positions," said Hyman, "mayor or dogcatcher. The mayor job was already filled, so he got the job of dogcatcher. Bubba, simply put, got hold of the wrong dog." Hyman went on to describe Bubba's origin as a symbol of corporate recklessness. "A cosmetics company was testing illegal chemicals, and one of their testing dogs escaped. Bubba went after him, got bitten in the butt, and woke up the next morning as a hairy werewolf."

The comic book has alternated between parody and outright slapstick. Hyman said he'd based the character on a friend, one who was always starting fights but also the one who always had the beer. "Give him three beers, and he'd turn into a werewolf," Hyman said. The supporting cast is similarly based on people Hyman has known throughout his life. Bubba first appeared in the "infinity" issue of CFD's *Bound in Darkness* in 1996. That title went down along with many others in the post-speculator crash that followed. Years later, Hyman contacted longtime friend and artist Mike Broome and began self-publishing the current series in 2002.

The comic, now up to its seventh issue, recently caught the attention of independent film producer Brian Zazzara, who spotted Hyman's comic at a convention. Zazzara, head of Long Shot Entertainment, is serving as the film's executive producer.

Besides the aforementioned Marx Bros. comparison, Hyman went on to list Mike Hammer, such Mel Brooks films as *Young Frankenstein*, and *Shaun of the Dead* as some of the film's other influences. Asked to describe the movie, Hyman commented, "The movie has something for everyone. It'll be rated PG-13. You'll get scared, you'll laugh, you'll get scared again. You'll walk out of the theater feeling like you got a seven-course meal."

Actor Sid Haig (*Kill Bill Vol. 2, The Devil's Rejects*) is slated for the lead role of Bubba. No other roles have been cast, but Hyman said, "We're in negotiations with some big names. The cast will be a mix of well-known stars and fresh faces." Filming is scheduled to begin in January at Universal Studios. Several distribution offers are pending, and the search is on for a director.

Hyman was guarded about the plot but said the movie will be about "two creatures who are outcasts, afraid to be different. But both believe in the same thing: They want to protect their friends and their homes. It's about how much faith you have in what you believe and who you really are. It's something you never expected to see in a movie. If there's anything I've done here, it's homage to Mark Twain."

More details about the movie appear at *www.bubbathemovie.com*. As for the comic book, it's moving to a larger publisher, Silent Devil Productions, best known for its current mini-series *Dracula vs. King Arthur*. The title will relaunch around the time filming is scheduled to begin for the movie. There's also a Bubba bust in the works from Resin Realities, scheduled to ship later this year.

Hyman concluded, "I'd like to thank all the fans. The fans are the bosses, and without them I couldn't feed the family."

Katrina inspires waves of relief efforts

In the wake of Hurricane Katrina, which hit the Gulf Coast August 29, few industries within the United States were left untouched. Either directly or via trickle-down effect, most people living in this country felt its impact, and the comic-book industry was no exception.

Damage to stores within Louisiana and other regions of the United States struck by the storm ranged from decimation to destruction. Major industry companies stepped up to assist those in need. Individuals, both creators and fans, similarly acted to help. The focus of the assistance ranged from those within the industry who suffered loss to the general populace.

Among the firms that stepped up were DC Comics and Diamond Comic Distributors, whose plans directly went to helping retailers.

A multitude of individual comics creators also contributed efforts to raise money for those in need. Creators Brian Michael Bendis, Rob Liefeld, Mike Avon Oeming, Guy Dorian, Mike Hawthorne, Scott Kurtz, and Frank Cho, among others, helped arrange several (and separate) online auctions of original art and other material to raise funds. At a press conference, ***Comics Buyer's Guide*** columnist and comic-book writer Peter David announced he was donating his royalties from writing *Friendly Neighborhood Spider-Man* #1 to a Katrina relief fund. During the same press conference, Marvel Comics representatives stated the publisher was working with Diamond to formulate an assistance plan. As of press time, Marvel and other publishers were still developing plans.

Despite the destruction of communications in the Katrina zone, some retailers were able to contact ***CBG*** via e-mail. Some reported good news, and some bad, though there was typically a mixture of both. On Sept. 1, Les Arceneaux of Crescent City Comics in New Orleans wrote, "I and my employees are all out of the area and OK physically. I've no idea the condition of the shop ... No idea when I will be able to return to the area to survey the damage."

Sept. 4, Jeannie Simmons of Axtion Comics, Cards, and Games in Covington, La., commented, "Our store was undamaged. We just got electricity back today and are staying in the store itself, as we have no electricity at home. We hope to get back to business within the week."

On Sept. 13, David Strecker of Magic Comics & Hobbies in Slidell, La., reported the awful news that the store "was destroyed by six feet of water." He expressed a positive outlook, however, as he added, "We will rebuild and hope to be open in a few weeks."

DC announced that stores closed indefinitely would receive four weeks of free DC product, covering the weeks of Aug. 3, Aug. 10, Aug 17, and Aug. 24. Orders for items to arrive after Aug. 24 were canceled, and late orders were to be accepted without penalty.

Also, when and if each store reopens, DC said it will give the retailer credit for backlist books equivalent to 10% of that retailer's 2004 DC purchases. Also on opening, each business will receive a 75% co-op reimbursement rate on approved advertising for the first two months of business.

For stores open with "severe business disruption," DC offered 10 weeks of free DC comics for the weeks of Aug. 3 through Oct. 5. Returns were not required for this credit. This did not include order increases made after Aug. 28. These stores may reduce or cancel orders without penalty, and late orders will be accepted without penalty. Each of these stores is to receive a 75% reimbursement rate on approved advertisements that run in October and November.

Stores classified in these categories by DC and Diamond were to be notified by Sept. 28. Those who are not classified as such and believe they qualify for either category, may contact Vince Letterio at DC to discuss their case.

Shortly after the storm struck, Diamond announced it was working in cooperation with Alliance Game Distributors on a case-by-case basis with affected retailers. The goal of the effort was "to help them recover and resume operations, with potential support." This support includes providing free goods from suppliers, extending payment terms, canceling orders, and holding shipments as necessary.

Shipment efforts became all the more important, as UPS suspended shipping services indefinitely to large parts of Louisiana and Mississippi. As was reported on Sept. 4 via *www.CBGXpress.com*, The U.S. Postal Service was not accepting any standard mail or periodicals mail addressed for delivery within the following three-digit ZIP Code ranges: 369, 393, 394, 395, 396, 700, 701, and 704. By on Sept. 19, the Postal Service announced it was resuming Express Mail to many — but not all — of the affected ZIP codes.

Other companies that joined the relief list in the days and weeks following Hurricane Katrina were online website Broken Frontier; Runemaster Studios; Mile High Comics' Chuck Rozanski, who pledged 50% of the gross revenues from his store's Sept. 5 sale to the Salvation Army; Certified Collectibles Group, parent firm of Comics Guaranty LLC; Narwain Publishing; Sky-Dog Press; Heritage Galleries and Auctioneers; and others.

As with Katrina recovery efforts in other sectors, this story will continue for some time and will be remembered for far longer. Among foremost service providers are the American Red Cross at (800) HELP-NOW (435-7669) and *www.redcross.org* and The Salvation Army at (800) SAL-ARMY (725-2769) and *www.salvationarmyusa.org*.

Cellar Door takes readers into the unknown

Jade Dodge

"Basically, I'm looking for unique or controversial concepts, books that aren't afraid to experiment with content or format, beautiful art, and really strong writing." That's what Jade Dodge, founder and publisher of Cellar Door Publishing, told *CBG*. Her company jumped into the comics scene this year with its comic book *Shocking Gun Tales*, followed in October with *Chance of a Lifetime*.

"Whenever I'm asked what types of books Cellar Door publishes, I always respond, 'High-quality illustrated literature and graphic novels.' When I look at a new submission, my initial thought is, 'Does anything stand out?' Whether it be the concept, cover, or art, I'm looking for something that is unlike anything else I've seen," the Portland, Ore.-based publisher told *CBG*.

Shocking Gun Tales — which Dodge cited as an example of strong cover presentation, another piece of the publishing puzzle she said is key — is, as one may deduce, a collection of stories about people and their interaction with guns. *Chance of a Lifetime* by James T. Mitchel and Freddie E. Williams takes place in the 1930s and explores the psychological ramifications of being a super-hero. "I had sworn I would never publish a super-hero book, simply because that niche has been filled," she said, "but *Chance of a Lifetime* is unusual. The story is beautifully told and unlike anything I've ever read." Previews of both titles appear at *www.cellardoorpublishing.com*.

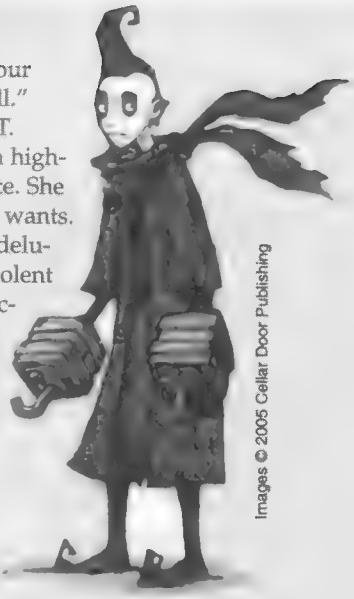
The publisher said her target audience is "mature readers who enjoy unique stories that are well-written and beautifully illustrated. We're hoping to appeal to readers who enjoy books that stray a bit off the beaten path." However, she said she also intends to produce material, such as graphic novels and illustrated literature, for younger readers. "I feel it is important to provide them with intelligent, entertaining books."

Up next for Cellar Door? Dodge discussed a number of projects:

• *Bad Day L.A.* — "A tongue-in-cheek, humorous look at our fear culture. It focuses on a day in which everything that could go wrong, *does*. If the terrorists and natural disasters don't get you, the zombies will."

• *American McGee's Oz* and *American McGee's Grimm* — The success of the Mauretania Import Export Company's PC game *American McGee's Alice* led Cellar Door to produce these two properties. "They're more along the lines of what people think of when they hear the name 'American McGee.' All I will say is: What American McGee did for Wonderland, he will be doing for the Land of Oz and your favorite fairy tales, as well."

• *Headcase* by George T. Singley — "The story of a high-priced courier named Kate. She takes the jobs no one else wants. She is also plagued with delusional memories of her violent past and the taunting voices in her head. And, as if that weren't enough, she also needs to figure out why everyone she comes into contact with ends up dead." Due in early 2006.



Images © 2005 Cellar Door Publishing

• Other projects — Several more titles, including illustrated literature, remain to be announced. In late October, plans are to release "a really fun prose project." Dodge also said she's working to expand her company's graphic-novel and illustrated-literature lines. She commented that she has been spending no small amount of time to find new and creative methods to promote Cellar Door's titles, to create products "that will make Cellar Door books an experience for the reader."

It may surprise some that Dodge is the sole full-time Cellar Door employee at this time. She said she expects this to change as the company grows. For now, her *modus operandi* is to work with a handful of freelancers and consultants. "Even though they're not full-time employees, they're still valued members of the team, and I couldn't have made it this far without them."

In her "spare" time, Dodge, who holds a degree in social work, spends much of each week working with disadvantaged children from unstable homes. "Before this, I worked with children who have severe emotional and behavioral issues, as well as homeless, chronically mentally ill adults. But I do know there will come a day when the 40 hours a week I dedicate to publishing won't be enough. So, I'll have to take the 40 hours I spend on my social service work and add it to my publishing load."

Of course, she also reads comics. Among her cited current favorites are *Fables*, *Y: The Last Man*, and *Arsenic Lullabies*, with *Preacher* as her all-time favorite.

Asked what attracted her to comics, Dodge responded by saying the desire stemmed from her youth, during which she received strong support from her family to pursue her dream. "I knew I wanted to be a writer by the time I was 7 years old. That's the age I began writing for my own enjoyment, and I wrote daily. I was known early on as 'the writer in the family.' I would write plays, poems, short stories, and comic strips, which I also illustrated. During family functions, my cousins, sister, and I would perform the plays I had written. My family did a lot to humor and support my writing over the years."

Her desire to become a comics publisher came, she said, because the field inspires her. "The biggest piece of advice I have for aspiring publishers," Dodge said, "is: If the process *doesn't* inspire you, find something that does and do that instead. If brainstorming new marketing ideas doesn't get your blood pumping, if you don't get excited by talks of 'dual distribution methods' and 'brand development,' then this probably isn't the field for you. Publishing is equal parts business and creativity."

She added, "Which reminds me of another piece of wisdom for aspiring publishers: Be willing to forget what it was like to have free time. It will become a foreign concept." She also stressed the wisdom of people who have come before. "I spent a great deal of time listening to what other publishers had to say, and I still do."

Looking to the future, Dodge said Cellar Door's efforts are focused on a stronger market presence, expanding its library and readership and developing the brand, "while providing unique services for both readers and retailers."

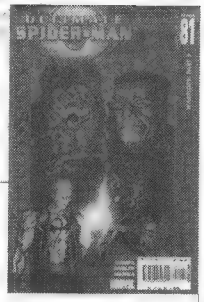
Judge a book by its cover stock

You know the magic number when it comes to standard comic-book page-count: 32, with 22 pages of story. How many have noticed Dark Horse Comics' use of a 28-page format, which maintains the 22 pages of story — all printed on *cover stock*? Dark Horse Managing Editor Davey Estrella told *CBG* that the publisher has actually used the process for four to five years.

How is it done? Dark Horse said that on higher print-run books — Estrella gauged this as "close to 100,000 copies" — the publisher is able to make it affordable by printing all pages on cover stock, then cutting back on ad pages. He said the printing process — which Dark Horse calls by the in-house name "the Belmont format" (after a local Portland street) was inspired when then-head of marketing Lou Bank noticed it being done by a small indie publisher and suggested the company evaluate using the same process.

Databank

New comics sales for August 2005



Diamond sales

Top comics *ordered* by retailers

Comics shops ordered more than **7.13 million comic books** from **Diamond Comic Distributors** in August, up 12% from the same month in 2004, which had one less shipping week. Those comics were worth **$20.83 million**, up 14% from the same month in 2004.

Adding **all** comics, trade paperbacks, and magazines sold by Diamond, the total grows to **$32.58 million**, up 18% from the same month in 2004.

Orders shown below are **estimates:**

	Comic Book	Price	Publisher	Orders
1	Justice #1	$2.99	DC	190,400
2	New Avengers #8	$2.50	Marvel	156,000
3	New Avengers #9	$2.50	Marvel	145,700
4	House of M #5	$2.99	Marvel	140,700
5	Astonishing X-Men #12	$2.99	Marvel	125,800
6	Supergirl #1	$2.99	DC	123,400
7	Green Lantern #3	$2.99	DC	108,500
8	Green Lantern #4	$2.99	DC	96,900
9	OMAC Project #5	$2.50	DC	94,000
10	JLA #117	$2.50	DC	88,000
11	Uncanny X-Men #463	$2.50	Marvel	87,600
12	Villains United #4	$2.50	DC	84,700
13	Ultimates Annual #1	$3.99	Marvel	82,700
14	Ultimate Iron Man #3	$2.99	Marvel	77,400
15	X-Men #174	$2.50	Marvel	76,300
16	Ultimate X-Men #62	$2.50	Marvel	76,200
17	Wolverine #31	$2.50	Marvel	75,600
18	Ultimate Spider-Man #81	$2.50	Marvel	75,600
19	Rann Thanagar War #4	$2.50	DC	75,100
20	Teen Titans #27	$2.50	DC	74,800
21	Amazing Spider-Man #523	$2.50	Marvel	72,000
22	Day of Vengeance #5	$2.50	DC	71,900
23	Ultimate Fantastic Four #22	$2.50	Marvel	71,800
24	Ultimate Spider-Man Annual #1	$3.99	Marvel	70,800
25	Ultimate X-Men Annual #1	$3.99	Marvel	67,900
26	Young Avengers #6	$2.99	Marvel	67,500
27	Spider-Man House of M #3	$2.99	Marvel	67,200
28	Batman #643	$2.50	DC	66,400
29	Batman #644	$2.50	DC	65,100
30	Fantastic Four House of M #2	$2.99	Marvel	61,500
31	Superman #220	$2.50	DC	61,300
32	DC Special The Return of Donna Troy #3	$2.99	DC	58,300
33	Iron Man House of M #2	$2.99	Marvel	57,800
34	Incredible Hulk #85	$2.99	Marvel	53,200
35	JSA #76	$2.50	DC	51,900
36	Captain America #8	$2.99	Marvel	51,800
37	Fantastic Four #530	$2.99	Marvel	51,800
38	Supreme Power #18	$2.99	Marvel	50,600
39	Flash #225	$2.50	DC	50,200
40	X-Men The End Heroes & Martyrs #6	$2.99	Marvel	49,600
41	Detective Comics #809	$2.99	DC	49,100
42	Marvel Knights Spider-Man #17	$2.99	Marvel	48,600
43	Action Comics #830	$2.50	DC	48,500
44	Iron Man #4	$2.99	Marvel	48,400
45	Detective Comics #810	$2.99	DC	48,300
46	Marvel 1602 New World #1	$3.50	Marvel	48,200
47	Serenity #2	$2.99	Dark Horse	47,100
48	Adventures of Superman #643	$2.50	DC	46,500
49	Daredevil #76	$2.99	Marvel	46,400
50	JSA Classified #2	$2.50	DC	46,000

Source: *Diamond Comic Distributors, Comics & Games Retailer magazine*

The HEAT-meter

Top comics *sold* by retailers

Whereas the list on the left represents what comic books retailers **ordered and received**, the rankings below represent what retailers **said they sold**, in reports to ***CBG***. While not as exact as order data, this ranking shows those titles that are performing better in shops than their orders would indicate. **DC's *Ultimate Spider-Man* #81,** for example, came in 18th in orders for the month, but 8th in actual retailer sales.

Some titles listed below actually shipped the previous month but were still being reported as strong sellers.

1	Justice	26	JLA Classified
2	New Avengers	27	Seven Soldiers: Zatanna
3	Supergirl	28	Wolverine
4	House of M	29	Day of Vengeance
5	Green Lantern	30	Wonder Woman
6	JLA	31	Serenity
7	OMAC Project	32	Flash
8	Ultimate Spider-Man	33	Lex Luthor: Man of Steel
9	Uncanny X-Men	34	Young Avengers
10	Batman	35	Captain America
11	Villains United	36	Marvel Knights: Spider-Man
12	Amazing Spider-Man	37	DC Special: Donna Troy
13	Teen Titans	38	Seven Soldiers: Shining Knight
14	Astonishing X-Men	39	Ultimates 2
15	Ultimate X-Men	40	Defenders
16	X-Men	41	All Star Batman and Robin
17	Rann/Thanagar War	42	Incredible Hulk
18	Ultimate Fantastic Four	43	Outsiders
19	JSA Classified	44	Daredevil
20	Superman/Batman	45	Seven Soldiers: Klarion
21	Ultimate Iron Man	46	Action Comics
22	Iron Man	47	Supreme Power
23	Detective Comics	48	Y: The Last Man
24	JSA	49	Punisher
25	Spider-Man: House of M	50	Black Panther

Source: *Comics & Games Retailer magazine*

The scoreboard

Publisher market shares

The first two tables below break down retailer orders for the Top 300 comics sold by Diamond, exclusive of trade paperbacks.

The table on the right represents the share of all publications Diamond sold, capturing comics not in the Top 300, trade paperbacks, and magazines (whether or not they contain comics).

Share of Top 300 Comics (in units)		Share of Top 300 Comics (in dollars)		Share of ALL publications (in dollars)	
Publisher	Share	Publisher	Share	Publisher	Share
Marvel	45.45%	Marvel	46.27%	Marvel	36.40%
DC	41.62%	DC	38.98%	DC	34.69%
Image	4.30%	Image	4.68%	Dark Horse	4.66%
Dark Horse	3.04%	Dark Horse	3.32%	Image	4.33%
Devil's Due	1.14%	IDW	1.66%	Tokyopop	3.24%
IDW	1.05%	Devil's Due	1.22%	Viz	2.82%
Aspen	0.72%	Aspen	0.73%	Wizard	1.67%
Archie	0.33%	Gemstone	0.41%	IDW	1.60%
Bongo	0.32%	Bongo	0.34%	Devil's Due	0.94%
Speakeasy	0.29%	Speakeasy	0.30%	Gemstone	0.67%

Source: *Diamond Comic Distributors, Comics & Games Retailer magazine*

For charts from months since 1996, visit the **Knowledge Base** forum at **www.cbgxtra.com**

It could happen...

The enemies of your collectibles are always lurking: fire, hurricanes, floods, theft, tornadoes. Thousands of these treasures are lost to collectors each year. Every collector needs a "Comfort Zone" of protection. That's our job. Your homeowners insurance is rarely enough to cover your valuable collectibles. Count on CIA for wide-ranging, inexpensive coverage. Contact us today!

What would happen if...

Thousands of fine people lost their lifetime hobbies in the 2004 hurricane season. Collectibles ranging from stamps and autographs of famous people, to wonderful model railroad layouts and glass figurines were sadly destroyed. Did insurance help many of these victims? In too many cases, the answer was, "NO."

I've been a collector all of my life—even before I became the owner of a firm that specializes in providing insurance for thousands of collectibles. I know what it's like to lose the treasures of a lifetime hobby. Here's a lesson I learned that I'd like to pass along to you: Homeowners insurance is rarely, if ever, adequate for collectibles. Take a minute now and call, write or e-mail us for brochures that can help your peace of mind.

Dan Walker

- **Sample collector rates:** $3,000 for $12, $10,000 for $40, $25,000 for $106, $50,000 for $216, $100,000 for $316, $200,000 for $476. Above $200,000, rate is $1.60 per $1,000.
- **Our insurance carrier** is AM Best's rated A+ (Superior).
- **We insure comic books of all kinds (from Golden Age to the latest publications) and scores of other collectibles**. "One-stop" service for practically everything you collect.
- **Replacement value.** We use expert/professional help valuing collectible losses. Consumer friendly service: Our office handles your loss—you won't deal with a big insurer who doesn't know collectibles.
- **Detailed inventory** and/or professional appraisal not required. Collectors list items over $5,000, dealers no listing required.
- **See our website** (or call, fax, e-mail us) for full information, including standard exclusions.

VISA MasterCard DISCOVER

Need a Rate Quote?
Call Toll Free:
1-888-837-9537
See the online application and printable rate information on our website!

CIA Collectibles Insurance Agency

P.O. Box 1200-CBG • Westminster MD 21158
E-Mail: info@insurecollectibles.com

www.CollectInsure.com

COMICS IN YOUR FUTURE

Comics shipping information is taken from publisher and distributor solicitations and updates and is as accurate as possible at presstime.

ON SALE IN NOVEMBER 2005

360Ep Inc.
Advent Rising: Rock the Planet #2, $2.25

A.D. Vision
Angel Dust Manga Vol. 1 TP, $10.95
Lagoon Engine Einsatz Manga Vol. 1 TP, $10.95

Aardvark-Vanaheim/Win-Mill Pro
Following Cerebus #6, $3.95

Ablaze Media
Tozzer 2 Special Ed TP, $14.95

Abstract Studios
Strangers In Paradise #78, $2.95
Strangers In Paradise Vol. 5: Pocket TP, $17.95

AC Comics
Best of the West #53, $6.95
Femforce: The First 112 Issues Are the Toughest TP, $19.95
Men of Mystery #56, $6.95

Active Images
Hip Flask Ladronn Sketchbook #3: Mud In Your Eye, $10
Tim Sale's "Yeah, Baby!" Sketchbook, $20

Aeon
Keifflama Xenotech #2, $2.95

After Hours
7 Days To Fame #2, $3.99

Airwave Comics
Alan Moore Spells It Out, $9.95
Jetta Rate One Shot, $9.95

Ait/Planetlar
Five Fists of Science Gn, $17.95

Alias Enterprises
10th Muse Vol. 2 #8, $2.99
10th Muse Vol. 2: Tragedy Strikes TP, $9.99
Armorquest Genesis #3, $2.99
Chrono Mechanics Vol. 2: Silver Gn, $6.99
Daniel Gn, $7.99
Ed's Terrestrials, $19.95
Elsinore Case Files 001, $2.99
John Carpenter's Snake Plissken Chronicles Vol. 1 TP, $11.99
Judo Girl Vol. 1 TP, $9.99
Legend of Isis #7, $2.99
Lullaby #3, $2.99
Pakkin's Land Vol. 2 #8, $2.99
Sixgun Samurai #5, $2.99
XIII #6, $2.99
Yenny #3, $2.99

Alternative Comics
Pizzeria Kamikaze TP, $14.95
Placebo Man TP, $14.95

Americanime Productions
Airshell #1, $3.50
Honor of the Damned #1, $3.50

Anarchy Studios/Harris Comics
Vampirella Revelations #1, (two covers $2.99, two covers $14.95)

Antarctic Press
Chisuji #4, $2.99
Gigantor Pkt Manga Vol. 1 TP, $9.99
Gold Digger #69, $2.99
Mangazine Vol. 3 #71, $9.99
Meta Docs: Type A #1, $2.99
NHS Pkt Manga Vol. 7 TP, $9.99
Ninja High School #133, $2.99
Ninja High School Yearbook 2005, $4.99
Oz: The Manga #6, $2.99
Science Fair #4, $2.99

Antimatter/Hoffman International
Mike Hoffman's Secret Sketchbooks Vol. 1 SC Original Art Ed, $19.95

APC
Abiding Perdition #4, $3.50
Lexian Chronicles Full Circle #6, $3.50
Midnight Kiss #3, $3.50

Ape Entertainment
Justice City Chronicles Vol. 1 #2, $3.50

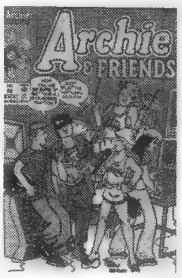
Arcade Comics
Youngblood Maximum Collection Vol. 1 SC, ($24.99, signed SC $34.99, HC $34.99)

Arcana Studio
100 Girls Vol. 2 TP, $9.95
Dead Men Tell No Tales #4, $3.95
Jova's Harvest #1, $4.95

Arsenic Lullaby Publishing
1000 Deaths of Baron Von Donut #1, $2.99
Arsenic Lullaby #18, $2.85

Aspen

Archie



Following in the footsteps of Sabrina, Tania del Rio and Chris Lie give Josie and The Pussycats the manga treatment and an updated origin in ***Archie & Friends* #96**, shipping Nov. 23.

Nov. 2
Betty #151, $2.25
Jughead and His Friends Digest #6, $2.39
Pals 'N' Gals Double Digest #98, $3.59
Sonic the Hedgehog #155, $2.25

Nov. 9
Betty & Veronica Digest #161, $2.39
Betty & Veronica Spectacular #72, $2.25
Jughead's Double Digest #117, $3.59
Sabrina Vol. 2 #71, $2.25

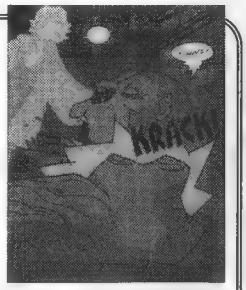
Nov. 16
Archie Digest #221, $2.39
Betty & Veronica #213, $2.25
Sonic X #3, $2.25

Nov. 23
***Archie & Friends* #96, $2.25**
Betty & Veronica Double Digest #138, $3.59

Nov. 30
Sonic the Hedgehog #156, $2.25
Tales From Riverdale Digest #7, $2.39
Veronica #166, $2.25

DARK HORSE COMICS

Todd DeZago and Craig Rousseau's ***Perhapanauts*** moves to Dark Horse with a new first issue scheduled to ship Nov. 23.



Nov. 2
Club 9 Vol. 4 TP, $15.95
Conan & the Demons of Khitai #2, $2.99
Eden Vol. 1: TP It's an Endless World, $12.95
Oh My Goddess! Colors TP, $19.95
Trigun Maximum Vol. 7: Happy Days TP, $9.95

Nov. 9
Blade of the Immortal #107, $2.99
Michael Chabon Presents The Adventures of the Escapist #8, $8.95

Nov. 16
Emily the Strange #2: The Lost Issue, $7.95
Man With the Screaming Brain TP, $13.95
Nexus Archives Vol. 1 HC, $49.95

Nov. 23
Conan #22, $2.99
***Perhapanauts* #1, $2.99**

Nov. 30
13th Son: Worse Thing Waiting #2, $2.99
B.P.R.D. the Black Flame #4, $2.99
Chronicles of Conan Vol. 9: Riders of the River-Dragons & Others TP, $16.95
Frank Miller's Sin City Library II HC, $150.00
Revelations #4, $2.99
Star Wars Clone Wars Vol. 7 - When They Were Brothers TP, $17.95
Star Wars: Empire #39, $2.99
Star Wars: Republic #83, $2.99
Star Wars: X-Wing Rogue Leader #3, $2.99
Super Manga Blast! #58, $5.99
Usagi Yojimbo #89, $2.99

Aspen: Seasons Fall 2005 #1, $2.99
Cannon Hawke #3, $2.99
Fathom #5, $2.99
Soulfire Vol. 1 HC, ($24.99; Slipcase ed $69.99)

Atlantis Studios
Thunderbird #2, $2.95

Atomeka
A1: Bloodmoon Sp Mister Monster #2, $6.99
A1: Bojeffries Terror Tomes #1, $6.99
Ted McKeever's Eddy Current Vol. 2 TP, $11.99
Ted McKeever's Eddy Current Vol. 3 TP, $11.99
Ted Mckkeever's Eddy Current Vol. 1 TP, $11.99

Avatar Press Inc.
Escape of the Living Dead #2, (four covers $3.99; spec. ed. $9.99)
Friday the 13Th Bloodbath #3, (four covers $3.99; spec. ed. $9.99)
Lady Death 2005 Bikini Sp, (five covers $3.99; spec. ed. $24.99)
Nightmare On Elm St Paranoid #3, (four covers $3.99; spec. ed. $9.99)
Texas Chainsaw Massacre Grind #3, (four covers $3.99; spec. ed. $9.99)
Warren Ellis' Apparat Vol. 1 TP, $12.99

Bang! Entertainment
Kami Tora Doujin #1, $4.95

Basement Comics / Amryl Entertainment
Cavewoman: Pangaean Sea #9, $3.50

Best Sellers Illustrated
Shygirl Vol. 2 Gn, $13.99

Black Inc! Imprints
Roach #1, $2.95

Black Swan Comics
Pirate Tales #2, $7

Blind Wolf Comics
Patrick the Wolf Boy: Happy Birthday Special, $2.95

Blue King Studios
Black Heart Irregulars #3, $3

Bongo Comics
Futurama Comics #22, $2.99
Simpsons Comics #112, $2.99

Boom! Studios
10 One-Shot, $6.99
Fused One-Shot, $6.99

Broadsword Comics
Tarot: Witch of the Black Rose #35, ($2.95; Dlx Ed $19.99)

Carnopolis
Carnopolis #3, $6

Checker Book Publishing Group
Alex Raymond's Flash Gordon Vol. 5 HC, $19.95
Star Trek: The Key Collection Vol. 5 TP, $22.95
Theodor Seuss Geisel: Early Works Vol. 2 HC, $22.95

Chuleta Press
Hello Gn, $10

Claypool Comics
Elvira #151, $2.50
Soulsearchers #75, $2.50

Crusade Entertainment
Manga Shi TP, $19.99

Dead Dog Comics & Ent
From Heaven To Hell #2, $4.95
Tom Sullivan's Books of the Dead: Devilhead #2, $4.95

Dementian Comics
Nothing Better #1, $2.95

Destination Entertainment
Transformers/GI Joe Vol. 1 Pocket Ed TP, $9.95
Transformers: Energon Vol. 2 Pocket Ed TP, $10.95

Devil's Due
Black Harvest #1, $3.25
Dragonlance Chronicles #4, ($2.95, spec. ed. $5.95)
Dragonlance: The Legend of Huma #6, ($2.95, spec. ed. $5.95)
Evil Ernie In Santa Fe #3, $2.95
Forgotten Realms: Dark Elf Exile Seeley Cvr A #2, ($4.95, spec. ed. $8.95)
GI Joe Snake-Eyes Declassified #4, $2.95
GI Joe: Americas Elite #5, $4.50
Hack Slash: Land of Lost Toys #1, $3.25
Lost Squad #3, $2.95
Purgatori (Ddp) #2, $2.95

Digital Manga Distribution
Does Thou Know Vol. 1 Gn, $12.95
Edu-Manga Hellen Adams Keller Gn, $9.95
Let's Draw Manga Fantasy, $19.95

Digital Webbing
Aiden Mckain Chronicles: Battle For Earth #3, $2.99
Warmageddon Illustrated #2, $5.99

Dr Masters Publications Inc
Category Freaks Vol. 2 TP, $9.95
Imperfect Hero Vol. 3 TP, $9.95
King of Fighters: Maximum Impact #7, $2.95
King of Fighters: Maximum Impact #8, $2.95

Drawn & Quarterly
Ed the Happy Clown #4, $2.95
Palooka-Ville #18, $4.95
Wimbledon Green: The Greatest Comic Book Collector in the World HC, $19.95

Drumfish Productions
Sentinels Book 3: Echoes TP, $14.95

Dynamite Entertainment
Adventures of Red Sonja Vol. 2: She Devil With Sword TP, $19.99
Army of Darkness #5, ($2.99, spec. ed. $12)
Red Sonja #6, $2.99
Red Sonja: Goes East One Shot, $4.99
Tales of the Army of Darkness One Shot, $5.95

DC

Jonah Hex returns in November, written by Justin Gray and Jimmy Palmiotti with art by Luke Ross.

Nov. 2
ABC A-Z: Greyshirt and Cobweb, $3.99
Batman: Gotham County Line #2, $5.99
Blood of the Demon #9, $2.50
Catwoman: When In Rome HC, $19.99
Day of Vengeance TP, $12.99
Desolation Jones #4, $2.99
Detective Comics #813, $2.50
Firestorm #19, $2.50
Fountain HC, $39.99
***Jonah Hex* #1, $2.50**
JSA #79, $2.50
Justice League Unlimited #15, $2.25
Looney Tunes #132, $2.25
Mad Magazine #460, $3.99
OMAC Project TP, $14.99
Outsiders #30, $2.50
Seven Soldiers: The Bulleteer #1, $2.99
Showcase Presents: Jonah Hex Vol. 1 TP, $16.99
Smax TP, $12.99
Superman #223, $2.50
Superman/Shazam: First Thunder #3, $3.50
Swamp Thing #21, $2.99
Swan Vol. 5, $9.99
Testarotho Vol. 2, $9.99
Tower of the Future Vol. 1, $9.99

Nov. 9
100 Bullets #66, $2.75
Action Comics #833, $2.50
Aquaman #36, $2.50
Batman Strikes! #15, $2.25
Batman: Legends of the Dark Knight #197, $2.50
Breach #11, $2.50
Danger Girl: Back In Black #1, $2.99
DMZ #1, $2.99
Gotham Central #37, $2.50
Hawkman #46, $2.50
Infinite Crisis #2, $3.99
JLA #122, $2.50
Losers: Close Quarters TP, $14.99
Mad Kids #1, $4.99
Majestic #11, $2.99
Manhunter Vol. 1: Street Justice TP, $12.99
Musashi #9 Vol. 5, $9.99
Nightwing #114, $2.50
Robotech: The Shadow Chronicles #3, $3.50
Scooby-Doo #102, $2.25
Son of Vulcan #6, $2.99
Superman Secret Files 2005, $4.99
T.H.U.N.D.E.R. Agents Archives Vol. 6 HC, $49.99
Wildcats: Nemesis #3, $2.99
Winter Men #4, $2.99
Y: The Last Man #39, $2.99

Nov. 16
All Star Superman #1, $2.99
Batman and the Monster Men #1, $2.99
Batman: Journey Into Knight #4, $2.50
Birds of Prey #88, $2.50
Captain Atom: Armageddon #2, $2.99
Crisis On Infinite Earths: The Absolute Edition HC, $99.99
Ex Machina #17, $2.99
Fables #43, $2.75
Green Arrow #56, $2.50
Green Lantern Corps: Recharge #3, $2.99
Hellblazer #214, $2.75
Legion of Super-Heroes Vol. 1: Teenage Revolution TP, $14.99
Manhunter #16, $2.50
Powerpuff Girls #68, $2.25
Seven Soldiers: Frankenstein #1, $2.99
Supergirl #4, $2.99
Teen Titans #30, $2.50
Tenjho Tenge Vol. 4, $9.99
Top 10: Beyond the Farthest Precinct #4, $2.99
Wraithborn #3, $2.99

Nov. 23
Adventures of Superman #646, $2.50
Authority: Magnificent Kevin #4, $2.99
Batgirl #70, $2.50
Batman: Gotham Knights #71, $2.50
Cartoon Network Block Party #15, $2.25
Catwoman #49, $2.50
Flash #228, $2.50
Gals! Vol. 4, $9.99
I Can't Believe It's Not the Justice League TP, $12.99
Jack Cross #4, $2.50
JSA Classified #5, $2.50
Legion of Super-Heroes #12, $2.99
Loveless #2, $2.99
Lucifer #68, $2.75
Robin #144, $2.50
Spirit Archives Vol. 17 HC, $49.99
Vigilante #3, $2.99
Y: The Last Man Vol. 6 - Girl On Girl TP, $12.99
Young Magician Vol. 2, $9.99

Nov. 30
Albion #5, $2.99
Batman #647, $2.50
Doom Patrol #18, $2.50
Green Lantern #7, $2.99
JLA Classified #14, $2.99
Losers #30, $2.99
Neil Gaiman's Neverwhere #5, $2.99
Ocean TP, $14.99
Plastic Man #19, $2.99
Silent Dragon #5, $2.99
Superman/Batman #24, $2.99
Superman: In the Name of Gog TP, $17.99
Teen Titans Go! #25, $2.25
Teen Titans: The Future Is Now TP, $9.99
Wonder Woman, $2.50

COMICS IN YOUR FUTURE

Fanfare / Ponent Mon
Japan As Viewed By 17 Creators TP, $25

Fantagraphics
Charles Burns Library Vol. 1: El Borbah Sc, $16.95
Charles Burns Library Vol. 3: Skin Deep HC, $24.95
Comics Journal #272, $9.95
Deadpan #1, $5.95
Dildo #10, $3.95
Gnomes, Fairies, & Sex Kittens, $3.95
He Done Her Wrong HC, $16.95
Jimbo's Inferno HC, $29.95
Mineshaft #16, $5
Night Fisher Gn, $12.95
Spunky Knight XXX #5, $3.95
Teens At Play #3, $4.95
Three Paradoxes Gn, $11.95

Fc9 Publishing
Infiniteens #2, $2.99

Finecomix
Moxie, My Sweet Gn, $6.95

Gemstone
Donald Duck Adventures Vol. 15 TP, $7.95
Donald Duck and Friends #334, $2.95
Mickey and the Gang: Classic Stories In Verse SC, ($29.95; Ltd HC $149.95)
Mickey Mouse and Friends #283, $2.95
Uncle Scrooge #348, $6.95
Walt Disney's Christmas Parade #3, $8.95
Walt Disney's Comics & Stories #663, $6.95

Girl Twirl Comics
Jane's World #22, $4.95

Heavy Metal Magazine
Arthur Suydam: Art of the Barbarian HC, $19.95
Heavy Metal January 2006, $5.99

Heroic Publishing Inc
Flare #30, $2.99
Flare Adventures #15, $2.99

Hidden Agenda Press
Goddess Head Gn, $11.99

Hk Comics Ltd
Crouching Tiger, Hidden Dragon Vol. 12 Gn, $13.95

Hot Hail Comics
Protoprize TP, $14.95

Hyperion Books
W.I.T.C.H. Vol. 3 the Revealing Gn, $4.99

Ibooks
Dead Samurai Gn, $6.99
Penguins On Ice Gn, $12.95

Icarus Publishing
A G Super Erotic Anthology #23, $4.99
A G Super Erotic Anthology #24, $4.99

Ice Kunion
Antique Gift Shop Vol. 1 Gn, $10.95
Heavenly Executioner Chiwoo Vol. 1 Gn, $10.95

IDW
Angel: Old Friends #1, $3.99
Chicanos #1, $3.99
CSI: New York Bloody Murder #5, $3.99
Dampyr #7: From the Darkness, $7.99
Easy Way Vol. 1 TP, $17.99
George Romero's Land of the Dead #4, $3.99
Karney Vol. 1 TP, $19.99
Maze Agency #1, $3.99
Maze Agency, Vol. 1 TP, $24.99
Metal Gear Solid: Sons of Liberty #2, $3.99
Night Mary #5, $3.99
Shadowplay #3, $3.99
Smoke Vol. 1 TP, ($24.99; HC $50)
Swallow Book Two, $30

Image
City of Heroes #7, $2.99
Down #1, $2.99
Freshmen #4, $2.99
Hunter-Killer #7, (two covers $2.99)
Hunter-Killer Vol. 1, $4.99
Rising Stars: Voices of the Dead #6, $2.99
Top Cow/Marvel: Crossover Collection TP, $24.99
V.I.C.E. #2, $2.99
Witchblade #92, $4.99
Witchblade 10th Anniv Cover Gallery, $2.99
Witchblade Compendium HC, $99.99

Infinity Studios
Animal Paradise Vol. 2 Gn, $9.95

Jay Company
Top Cow Summer Special Ltd, (Sketch cover $19.99; spec. ed. $24.99; signed $29.99)

Kenzer & Company
Fuzzy Knights Vol. 2 TP, $9.99
Knights of the Dinner Table #109, $4.99
KODT: Bundle of Trouble Vol. 12 TP, $11.99

La Mano
Diary of a Mosquito Abatement Man Gn, $12
Recidivist HC, $15

Laugh A Minute Studio
Art of Andy Smith Vol. 2 Ltd Ed SC, $20

Mam Tor Publishing
Event Horizon Vol. 2 TP, $19.95

Markosia
Shadowmancer #2, $3.50

Mecca Comics Group
First Kingdom Vol. 3 TP, $19.95

Mirage Studios
Tales of Teenage Mutant Ninja Turtles #17, $3.25

Monkeysuit Press
Monkeysuit Vol. 5: Death Comes To Monkeysuit Gn, $11.95

Moonstone
Cisco Kid: Gunfire & Brimstone #3, $2.95
Phantom: Death In Deep Woods TP, $14.95
Phantom:The Graham Nolan Sunday Vol. 2 TP, $16.95
Revisionary #2, $2.95

Moronik Comics
Bug Girl #3, $2.95
Dirtboy #3, $2.95

Mu Press
Wild #18, $3.75

Museworks
Sinfest Vol. 3: Dance of the Gods TP, $17.95

Narwain
Free Fall #1, $3.99
Horrorama Vol. 1 Gn, $13.90
Jenna #1, $3.95
Narwain Preview, (two covers $2.49)
Power and Glory Vol. 1 Gn, $7.49
Rash #1, $3.95
Wall After Wall Gn, $6.49

Nautilus Comics
Cast #4, $2.99

NBM
Kristina: Queen of Vampires Vol. 1 Gn, $10.95
Lucifer's Garden of Verses Vol. 2: Darlin Niki SC, $8.95
Sizzle #28, $5.95

New England Comics
Tick: Days of Drama #3, $3.95

Nonlocal Books
Backwards Folding Mirror, $2.50

Oni Press Inc.
Local #1, $2.99
Northwest Passage #2, $8.95
Off Road Gn, $11.95
Strangetown #1, $2.99

Panini Publishing Ltd
Doctor Who Endgame TP, $24.95

Papercutz
Zorro #7, $2.95
Zorro Vol. 2, (SC $7.95; HC $12.95)

Penny Farthing Press
Decoy Menagerie Vol. 1 Gn, $19.95

Planet Bronx Productions
Tales of the Closet Vol. 1 One-Two-Three TP, $8.50

Puppet Terrors Llc
Puppet Terrors #2, $3

Radio Comix
Furrlough #154, $3.50
Milk #50, $3.50

Rebellion
2000 A.D. #1463, $4.10
2000 A.D. #1464, $4.10
2000 A.D. #1465, $4.10
2000 A.D. #1466, $4.10
2000 A.D. #1467, $4.10
Judge Dredd Megazine #237, $11.99
Judge Dredd: Total War TP, $18.99
Nikolai Dante: Courtship of Jena Makarov TP, $19.99
Red Seas: Twilight of Idols TP, $16.99

Red Eagle Publishing
Robert Jordan's New Spring #5, $3.95

Red Eye Press
Valentine #10, $3

Saddle Tramp Press
Silent Screams TP, $5.95

Saf Comics
Wednesday Conspiracy Vol. 1: Sects and Paranoia Gn, $12.95

Shuck Comics
Shuck the Sulfurstar #3, $2.95

Skatoon Productions
Convention Confessional #1, $2.95

Slave Labor Graphics
Cocopiazo #5, $2.95
Corporate Ninja #1, $2.95
Next Exit #7, $2.95
Patty Cake & Friends Vol. 2 #15, $4.95
Pirate Club #8, $2.95
Pirate Club Vol. 1: Brainwash Escape Victims TP, $12.95
Ranklechick and His Three Legged Cat SC, $19.95
Rex Libris #2, $2.95

Speakeasy
Adventures of Bio Boy #3, $2.99
Butternut Squash #1, $3.99
Elk's Run #4, $2.99
Ellium Vol. 1: Principles of Chaos Gn, $15.99
Grimoire #7, $2.99
Helios: In With the New #2, $2.99
Mutation #5, $2.99
Of Bitter Souls #4, $2.99
Project Eon #1, $5.99
Rocketo #4, $2.99
Season of Reaper: Winter #2, $2.99
Smoke and Mirrors #3, $2.99
Spellgame #3, $2.99

The long-awaited ***Image Anniversary* HC** is scheduled to ship Nov. 2 with material by the company's remaining four founders.

Nov. 2
Bone Rest #5, $2.99
Expatriate #4, $2.99
***Image Comics HC*, ($24.99, spec. ed. $75)**
Image First TP, $6.99
NYC Mech: Beta Love #6, $2.99
Season of the Witch #2, $3.50

Nov. 9
Amazing Joy Buzzards Vol. 2 #2, $2.99
Deadworld #3, $3.50
Death, Jr. TP, $14.99
Fell #3, $1.99
Grounded #4, $2.99
Rex Mundi #15, $2.99
Spawn Manga, Vol. 1 TP, $9.99

Nov. 16
Ant #4, $2.99
Fade From Grace TP, $14.99
Godland #5, $2.99
Hawaiian Dick: The Last Resort #3, $2.99
Rock 'N' Roll (One-Shot), $3.50
Strange Girl #6, $2.99
Walking Dead #25, $2.99
Walking Dead, Vol. 4: Heart's Desire TP, $12.99

Nov. 23
A Distant Soil, Vol. 4: Coda TP, ($17.99; Ltd Ed HC $29.95)
Dawn, Vol. 3: Three Tiers HC, ($39.99; spec. ed. $49.99)
Ferro City #4, $2.99
Girls #7, $2.99
Girls, Vol. 1: Conception TP, $14.99
Industry of War (One-Shot), $7.99
Invincible #29, $2.99
Noble Causes #16, $3.50
Shadowhawk #7, $2.99

Nov. 30
Atheist #3, $3.50
Battle Pope Color #6, $2.99
Battle Pope, Vol. 1: Genesis TP, $12.99
Body Bags: 3 the Hard Way (One-Shot), $5.99
Case Files: Sam & Twitch #23, $2.95
Fear Agent #2, $2.99
Gift, Vol. 2: Consequences TP, $14.99
PvP #21, $2.99
Spawn #152, $2.95

MARVEL®

The Punisher and Bullseye face off in the aptly named *Punisher vs. Bullseye*, which begins Nov. 23.

Nov. 2

Captain Universe/Hulk, $2.99
Captain Universe: Power Unimaginable TP, $19.99
Decimation: House of M - the Day After, $3.99
Essential Marvel Two-In-One Vol. 1 TP, $16.99
Excalibur Classic Vol. 1: The Sword Is Drawn TP, $19.99
Exiles #72, $2.99
Fantastic Four/Iron Man: Big In Japan #2, $3.50
Iron Man #5, $2.99
Marvel Adventures Spider-Man #9, $2.50
Marvel Knights: Spider-Man Vol. 1 HC, $29.99
Marvel Nemesis: The Imperfects Digest TP, $7.99
Marvel Team-Up #14, $2.99
Maximum Fantastic Four HC, $49.99
New Excalibur #1, $2.99
Punisher #27, $2.99
Sentinel #1, $2.99
Spider-Girl #92, $2.99
Spider-Man Unlimited #12, $2.99
Supreme Power: Nighthawk #3, $2.99
Thor: Blood Oath #4, $2.99
Ultimate Marvel Flip Magazine #6, $3.99
Ultimate Spider-Man #85, $2.50
Ultimate Tales Flip Magazine #6, $3.99
X-Men: Colossus Bloodline #3, $2.99

Nov. 9

Book of Lost Souls #2, $2.99
Books of Doom #1, $2.99
Cable/Deadpool #22, $2.99
Captain Universe/Daredevil, $2.99
Drax the Destroyer #3, $2.99
Fantastic Four: The Wedding Special, $4.99
Friendly Neighborhood Spider-Man #2, $2.99
Ghost Rider #3, $2.99
Incredible Hulk #88, $2.99
Marvel 1602: New World #5, $3.50
Marvel Adventures Fantastic Four #6, $2.50
Marvel Knights 4 #24, $2.99
Marvel Knights Spider-Man Vol. 4: Wild Blue Yonder TP, $14.99
Mutopia X #5, $2.99
New Thunderbolts #15, $2.99
New Thunderbolts Vol. 2: Modern Marvels TP, $14.99
New Warriors #5, $2.99
New X-Men #20, $2.99
Powers #15, $2.95
Powers #16, $2.95
Pulse #12, $2.99
Scorpion: Poison Tomorrow Digest TP, $7.99
Shanna, the She-Devil Premiere HC, $24.99
She-Hulk 2 #2, $2.99
Toxin: The Devil You Know TP, $17.99
Ultimates 2 #9, $2.99
X-Men #177, $2.50
Young Avengers #10, $2.99

Nov. 16

Captain Universe X-23, $2.99
Daredevil Vs Punisher #6, $2.99
Essential X-Factor Vol. 1 TP, $16.99
Generation M #1, $2.99
Machine Teen: History 101001 Digest TP, $7.99
Marvel Knights Spider-Man #20, $2.99
Marvel Milestones Ultimate Spider-Man X-Men Microman Mantor, $3.99
Marvel Monsters From the Files of Ulysses Bloodstone, $3.99
Marvel Must Haves Spider-Man & Black Cat #1-3, $4.99
Marvel Select Flip Magazine #6, $3.99
Marvel Tales Flip Magazine #5, $3.99
Runaways #10, $2.99
Spider-Man Vs the Black Cat Vol. 1 TP, $14.99
Thing #1, $2.99
Ultimate Spider-Man #86, $2.50
Ultimate X-Men Vol. 12: Hard Lessons TP, $12.99
Uncanny X-Men #466, $2.50
Weapon X: Days of Future Now #5, $2.99
X-Men: Deadly Genesis #1, $3.99

Nov. 23

Amazing Spider-Man #526, $2.50
Arana Heart of the Spider #11, $2.99
Black Panther #10, $2.99
Black Widow 2 #3, $2.99
Captain America #12, $2.99
Captain Universe/Invisible Woman, $2.99
Daredevil #79, $2.99
Fantastic Four Vol. 3 HC, $29.99
Marvel Adventures Flip Magazine #6, $3.99
Marvel Heroes Flip Magazine #6, $3.99
Nick Fury Howling Commandos #2, $2.99
Nick Fury's Howling Commandos #1 (Director's Cut), $3.99
Nightcrawler #12, $2.99
Punisher Max Vol. 4: Up Is Down and Black Is White TP, $14.99
***Punisher Vs Bullseye #1*, $2.99**
Sentry #3, $2.99
Supreme Power: Hyperion #3, $2.99
Ultimate X-Men #65, $2.50
Wolverine #36, $2.50
Wolverine: Enemy of the State Vol. 2 Premiere HC, $19.99
X-Factor #1, $2.99
X-Factor Visionaries: Peter David Vol. 1 TP, $15.99
X-Men #178, $2.50
X-Men and Power Pack #2, $2.99
Young Avengers #9, $2.99

Nov. 30

Amazing Fantasy #15, $3.99
Amazing Spider-Man Vol. 10 New Avengers TP, $14.99
Captain America #13, $2.99
Captain Universe/Silver Surver, $2.99
Daredevil: Father #5, $2.99
Defenders #5, $2.99
Exiles #73, $2.99
Fantastic Four #533, $2.99
Giant Size Invaders #2, $4.99
Incredible Hilk #89, $2.99
Marvel Holiday Special 2005, $3.99
New Avengers #13, $2.50
Official Handbook Marvel Universe: X-Men 2005, $3.99
Ororo: Before the Storm Digest TP, $6.99
Punisher: River of Blood TP, $15.99
Ultimate Fantastic Four #25, $2.50

Strangeways #1, $2.50
Super Crazy TNT Blast #3, $2.99

Super Real Graphics
Super Real #1, $3.25

Terminal Press
Crowpsey Rufus &.Leveland Vol. 1, $6.95

Titan
Charley's War Vol. 2: Aug Oct 1916 HC, $19.95
Real Ghostbusters Vol. 1: A Hard Days Fright TP, $8.95
Transformers: Earthforce TP, $7.95

Tokyopop
Ai Yori Aoshi Vol. 11, $9.99
Arcana Vol. 3 Gn, $9.99
Ark Angels Vol. 1 Gn, $9.99
At Large Vol. 3 Gn, $9.99
Blazin' Barrels Vol. 3, $9.99
Clamp No Kiseki Vol. 5 Magazine Collectable, $29.99
D.N.Angel Vol. 10 Gn, $9.99
Dreaming Vol. 1 Gn, $9.99
Evil's Return Vol. 4 Gn, $9.99
Faeries' Landing Vol. 11, $9.99
Fruits Basket Vol. 12, $9.99
Girls Bravo Vol. 2 Gn, $9.99
I Luv Halloween Vol. 2 Gn, $9.99
Id_entity Vol. 4, $9.99
Jing: King of Bandits - Twilight Tales Vol. 6 Gn, $9.99
Kamichama Karin Vol. 2 Gn, $9.99
Kanpai! Vol. 2 Gn, $9.99
Kare Kano Vol. 18, $9.99
Love Or Money Vol. 4 Gn, $9.99
Neck and Neck Vol. 4 Gn, $9.99
Psychic Academy Vol. 10 Gn, $9.99
Qwan Vol. 3 Gn, $9.99
Rave Master Vol. 18, $9.99
Saiyuki Reload Vol. 2 Gn, $9.99
Sakura Taisen Vol. 2 Gn, $9.99
Sgt. Frog Vol. 10 Gn, $9.99
Slayers Novel Vol. 6, $7.99
Tarot Cafe Vol. 4 Gn, $9.99
Tokyo Tribes Vol. 4 Gn, $9.99
Tsukuyomi - Moon Phase Vol. 1 Gn, $9.99
World Exists For Me Vol. 1 Gn, $9.99

Top Shelf Productions
Surrogates #3, $2.95

Twomorrows Publishing
Titans Companion Vol. 1 Sc, $24.95

Typocrat Press
676 Apparitions of Killoffer Gn, $25.95

Udon Entertainment
Exalted #2, ($3.49; spec. ed. $12.50)
Street Fighter II #1, (two covers $3.95; spec. ed. $12.50)

Vanguard Productions
Wally's World SC, $24.95

Viper Comics
Dead At 17: Protectorate #2, $2.95

Viz
Angel Sanctuary Vol. 11 Gn, $9.99
Banana Fish Vol. 11 TP, $9.99
Basara Vol. 15 TP, $9.99
Beet the Vandel Buster Vol. 8 Gn, $7.99
Beyblade Vol. 8 TP, $7.99
Bleach Vol. 10 TP, $7.95
Boys Over Flowers Vol. 15 TP, $9.99
Crimson Hero Vol. 1 TP, $8.99
Dragonball Z Vol. 23 TP, $7.95
Eyeshield 21 Vol. 5 TP, $7.99
Firefighter Daigo of Fire Company M Vol. 13 TP, $9.95
Flame of Recca Vol. 15 TP, $9.99
Full Moon Vol. 4 TP, $8.99
Hana Kimi Vol. 9 Gn, $9.99
Happy Hustle High Vol. 4 Gn, $9.99
Hot Gimmick Vol. 10 TP, $9.99
Inu-Yasha Ani-Manga Vol. 12 Gn, $11.99
Kare First Love Vol. 6 TP, $9.99
MegaMan Nt Warrior Vol. 9 Gn, $7.99
Midori's Days Vol. 3 Gn, $9.99
Nana Vol. 1 TP, $8.99
Naoki Urasawa's Monster Vol. 2 TP, $9.99
Naruto Vol. 8 TP, $7.95
Rurouni Kenshin Vol. 21 TP, $7.95
Sensual Phrase Vol. 11 TP, $9.99
Shojo Beat Jan 06 Vol. 2 #1, $5.99
Shonen Jump Jan 06 #37, $4.99
Steamboy Novel Vol. 1, $17.99
Tuxedo Gin Vol. 15 TP, $9.99
Yu-Gi-Oh! Duelist Vol. 11 TP, $7.95
Yu-Gi-Oh! Millennium World Vol. 2 TP, $7.95
Zatch Bell Vol. 4 Gn, $9.99

Yaoi Press
Enslaved By the Dragon Vol. 1 Gn, $12.95
Exorcisms and Pogo Sticks Vol. 1 Gn, $12.95
Kingdom of Selfish Love Vol. 1 Gn, $12.95
Pinned Vol. 1 Gn, $12.95
Prisoner of the Immortal Vol. 1 Gn, $12.95
Spirit Marked Vol. 1 Gn, $12.95
Yaoi Hentai Vol. 1 Gn, $12.95

Zenescope Entertainment Inc
Grimm Fairy Tales #2, $2.99
Jindai #2, $2.99
Sins of the Fallen: #1 the Nightstalker *#1*, $2.99

EVERYTHING I EVER NEEDED TO KNOW ABOUT COMICS *and more!* I LEARNED FROM RI¢HIE RI¢H

Before *Star Wars* #1, *G.I. Joe* #1, or whatever our personal intros to "big kids' comics" were — we all have that box of "training-wheel comics" sitting around. Mine was *Ri¢hie Ri¢h*.

Rereading those issues for the first time in decades, I saw a lot of old things with new eyes, including where some of my — and maybe your — ideas about comics came from...

by **JOHN JACKSON MILLER**

1 When a Fad Hit$ ¢omi¢$, It's Dead.

If you're of a certain age, you remember the sillier things from the 1970s, almost all of which were for sale at Spencer Gifts. The black light posters. The Pet Rocks. And the Mood Ring, that psychobauble of 1975 from the mind of Joshua Reynolds, who'd previously brought "biorhythm machines" to your local department store.

By the time *Richie Rich Diamonds* #26 (Oct 76) hit stands on July 8, 1976, most people's mood rings had turned red — for "I'm embarrassed I bought this silly thing." But it did tip me off to the lead time that cursed comics to be behind the cultural curve.

Disco's Dazzler? Breakdancing's Vibe? Sure signs their fads were Hula Hoop City...

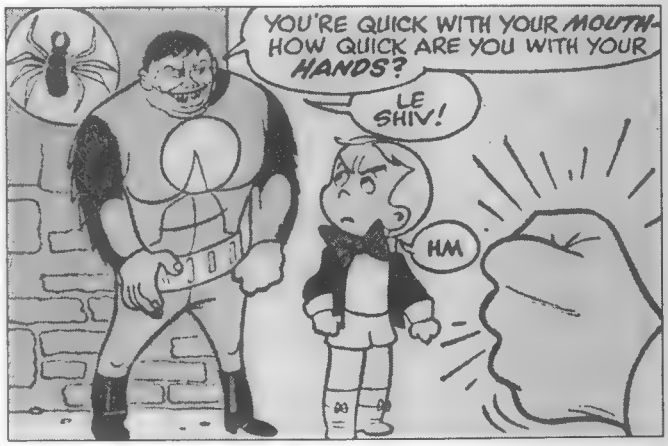
Richie Rich
THE MOOD DIAMOND
PART 1
THE POOR LITTLE RICH BOY
WHAT COLOR IS IT NOW GLORIA?
LIGHT BLUE - I'M STILL HAPPY, RICHIE - MY MOODS DON'T CHANGE SO QUICKLY!
OH, GLORIA, IS THAT ONE OF THOSE MOOD RINGS?

2 $omeone in ¢omi¢$ Doe$n't Tru$t Kid$.

One of the better adventure stories appeared in *Billions* #26 (Nov 78), in which an amnesiac Richie joins the gang of "Arachnid, The Spider of Paris."

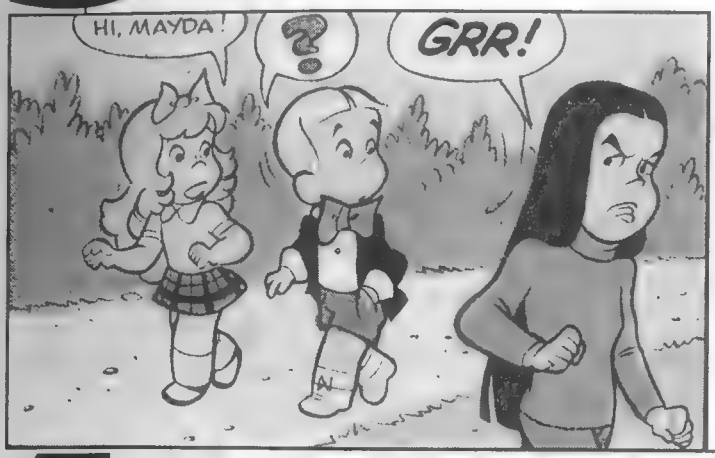
But I remember thinking the following scene looked very odd, with the beret-clad dude waggling his fist around like this. It wasn't until reading it again, decades later — when I knew that a "shiv" was a knife — that I realized something was missing from the scene.

Yep, the character named "Le Shiv" wasn't allowed to be drawn holding his namesake weapon. It sure looks like the penciller had it there in the beginning, too. Even Richie Rich didn't have the assets to fight the Comics Code...



Pace yourself: *Harvey Comics prove that everything important in life happens in exact 5-page increments, separated by pauses for one (1) joke and (1) one public service announcement.*

3 Bad Gir£$ Are A£way$ More Intere$ting.



Even at 8 years old, I knew my future dating life would be turmoil and ruination. I didn't need Tarot cards. I just needed any *Richie Rich* issue with both Richie's galpal Gloria and the insufferable, snotty, greedy — and yet oddly fascinating — Mayda Munny.

Sure, Mayda was a walking public works project — but Gloria had the personality of a doily. Why settle, when you can have the daily entertainment of riding the peaks and valleys of Mayda's emotional roller coaster? What codependent could resist?

A *lot* of guys can blame comics for setting them on a path to prefer Veronica to Betty, Mary Jane to Gwen, and The Black Cat to Mary Jane. Comics have maxed out credit cards in more ways than one...

4 $¢hedule$ in ¢omi¢$ U$ed to Mean More.

In the Diamond *Previews* Age of comics (Dear God, not another Age!) publishers are generally expected to have their cover art together three to four months in advance. But it's not the cover — logos, brand name, and other lettering aren't added yet. (There's not much need, since the presumption is the art sells the book.)

And, while a few of the very largest publishers will commit to naming the weeks they'll ship specific issues in *Previews*, schedules are fluid enough that even fewer use in their actual comics house ads that name ship dates. Which is why it's always a little amazing to see Harvey's house ads, *back in the 1970s*, naming dates and showing not just the eventual cover art, but the logo and corporate label. With a few exceptions, the cover gag is even lettered.

Did these books ship on time? No idea. But in reading this ad in *Bank Books* — showing the covers of books from four weeks later — we learned that, however well it worked, Harvey Had a System.

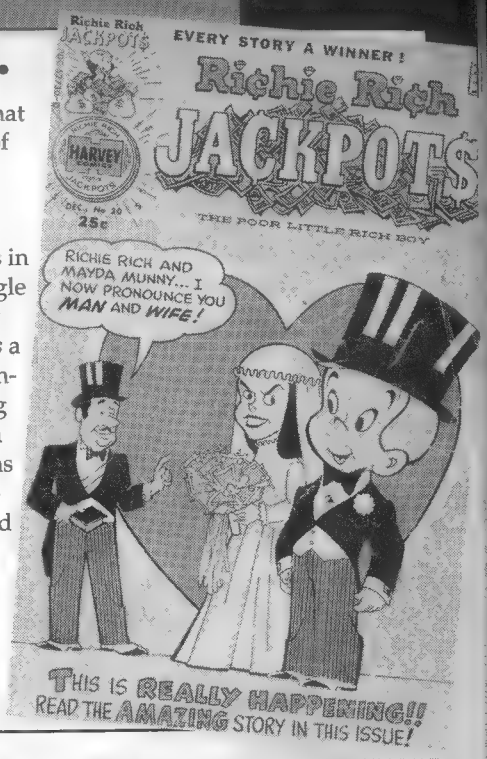
More proof that advertising works: Despite the many indicators that the Rich fortune was inherited, it was in fact started when Richie's dad began selling subscriptions to ***Grit*** door to door.

5 Advertising $eeee$ Comic$.

Even though Harvey did know what was in its upcoming comics and what was on the covers well in advance, it rarely advertised the specific content of any of them. A rare exception was the first ad for a comic-book story that I ever saw — sitting in the pediatrician's office at age 7.

You're probably already aware that, in the mid-1970s, Marvel put little paste-on lines at the bottom of its art pages hustling other upcoming comics in its line. Harvey only ever did it once that I can find — a similar line in a single issue, telling readers that in *Jackpots* #20 (Dec 75), Richie and Mayda Munny would get married "for real!" It *was* a wild story — Mayda tricks Richie into filming a movie about a wedding in an island nation where "kids can legally marry," whatever that means — and Harvey folks must have figured that, this once, they had a solid hook.

It worked, because the first ad I saw actually made me go find the book. But then, I have that Mayda thing going, so I was an easy mark...


Richie Rich JACKPOTS
EVERY STORY A WINNER!
Richie Rich JACKPOTS
THE POOR LITTLE RICH BOY
RICHIE RICH AND MAYDA MUNNY... I NOW PRONOUNCE YOU MAN AND WIFE!
THIS IS REALLY HAPPENING!! READ THE AMAZING STORY IN THIS ISSUE!

6 $ometime$ the £ittle Fi$h Ha$ Better P.R.

For the entire 1980s, the best-selling comics were about characters that few people outside of comics had ever heard of. Since The X-Men hadn't had much in the way of television, movie, or toy exposure, "civilians" really had no idea they were the biggest thing in the hobby.

At Harvey, too, Richie Rich got no respect. With more titles than all the other characters in the Harvey line put together in the mid-1970s, Richie turns up as only a supporting character in Harvey's many public events. That's the cartoon-friendly ghost there with Alfred Harvey and New York Mayor Abraham Beame. (Actually, it's one of the Harvey kids in a suit. Casper, not the mayor.) "Richie" attended, but Casper got most of the pics.

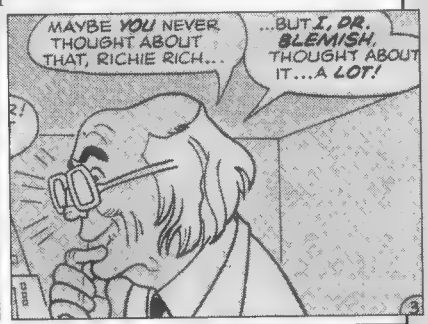
And as near as I can find, Richie had the same number of Hostess ads as Spooky, The Tuff Little Ghost. The *noive*...

7 ¥e$, ¢ontinuity matter$.

Richie has two moms. Not that he's ever noticed.

At some point, Richie's mother got a complete makeover, going from a statuesque white-haired lady (below left) in the 1960s to a full-figured blonde in the 1970s (above left). But the old stories were reprinted in the same issues with the new ones. Sure seemed odd to me.

Richie has two arch-enemies, too. Harvey rarely reused any of the mad scientists who plagued Richie; Dr. Leroy Blemish, below, was one of the few. But sometimes they only reused the name, evidently not bothering to look up what he looked like...



All images in this article are © Harvey.

Clip art never goes out of style. *The exact same promotional strips for titles appearing on Harvey text pages in the late 1970s and early 1980s were running in the early 1960s.*

8 ¢OMI¢$ ¢OMPETITION ¢AN BE ¢UTTHROAT.

IT TURNED INTO SOMETHING GOLDEN AND DELICIOUS... HAPPY BIRTHDAY, WENDY!
WITH HOSTESS TWINKIES CAKES AROUND, WENDY'S BIRTHDAY IS AS GOOD AS GOLD!
YOU GET A BIG DELIGHT IN EVERY BITE OF HOSTESS TWINKIES CAKES

Marvel, DC, Gold Key, Archie, and Harvey characters *all* turned up in Hostess ads.

Yet, as near as I can figure, only Gold Key appears to have been willing to run Hostess ads with other publishers' characters. Did anyone *actually* worry that these ads would sell someone else's comics?

9 $OMETIME$ £ETTERER$ JU$T GET BORED.

It's hard thinking of new sound effects every day. And Harvey never gave letterers credit anyway, so what the hey? Just one of many literal sound effects, this one from *Richie* #177.

10 TEEN-AGE ¥EAR$ ARE GONNA BE ROUGH.

YOU-ER-WERE DRIVING DANGEROUSLY AND YOU KNOW YOU DON'T HAVE A LICENSE FOR DRIVING ON PUBLIC ROADS!
LISTEN! MY OLD MAN WILL SQUARE IT AT THE POLICE STATION LATER! NOW I'M IN A HURRY!
Y-YES SIR!

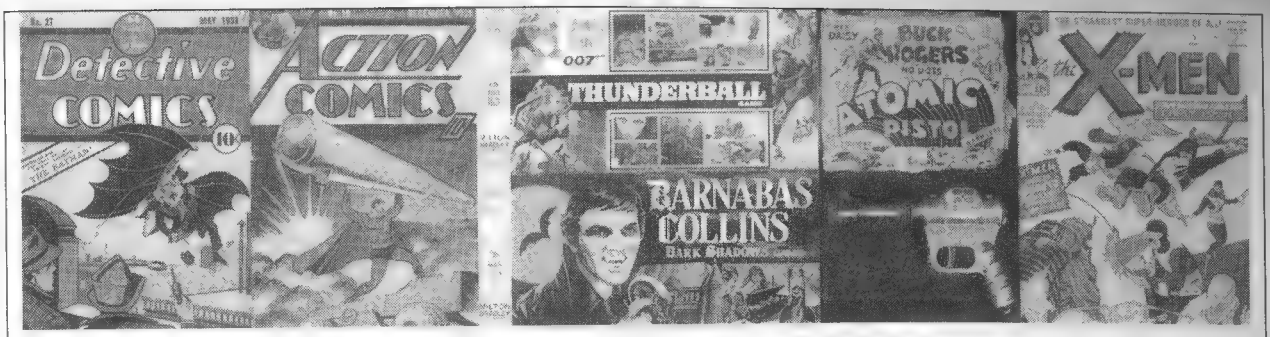
Admit it. You knew it was going to happen. Poor Little Rich Boy becomes Trust Fund Terror Teen. Tune in for his reality show, this season on FOX...

There's simply no truth to the rumor that the fondest comics-writing career goal of **JOHN JACKSON MILLER** is to write the *Richie Rich* revival.

He wants to write *Cadbury, The Perfect Butler*. Cadbury is cool. *Veddy, veddy* cool.

Rap with him about Richie at his forum at ***CBGXtra.com***, drop him a line at **ohso@krause.com**, and visit his website at **www.farawaypress.com**!

Richie Rich is all-American. *Names of Richie titles always used* ***$*** *for* ***S*** *and* ***¢*** *for* ***C****, but never* ***£ for L*** *or* ***¥ or Y****, as we have here. We didn't bother with the* ***€****s, like Britain.* ***CBG*** *hasn't joined the Euro*



WE BUY EVERYTHING!!!

We buy ALL Comics; Gold, Silver, Bronze, Modern, Independent, Marvel, D.C. , Restored, all Comic Art, any Comic related items, Toys, Movie memorabilia, Non sports, Sports Cards, records, antiques... Literally Everything!!!

DESPERATELY LOOKING FOR LARGE HOLDINGS OF ORIGINAL **ART**

We buy it all in just one call !
CALL NOW Toll Free
1-800-903-7246

TRAVELLING THRU
The Entire USA
Call Now for an Appointment

CAN'T MAKE IT TO THE SHOWS? HAVE TOO MUCH STUFF? WANT TO SELL NOW? WE WILL COME TO YOU. WE TRAVEL ALL OVER THE COUNTRY BUYING EVERYTHING!

Don't have a collection or stock, but know where one is??? WE WILL PAY YOU TOO!
Finders fees paid for all collections referred to us.

Why sell to us?

We have an insatiable need for material. We will not cherry pick your collection. WE WANT IT ALL! We will offer the highest price up Front! No Game playing, immediate payment on the spot !!!

TRY US !

FREE Consultation ! Find out what your stuff is worth CALL NOW! 1-800-903-7246

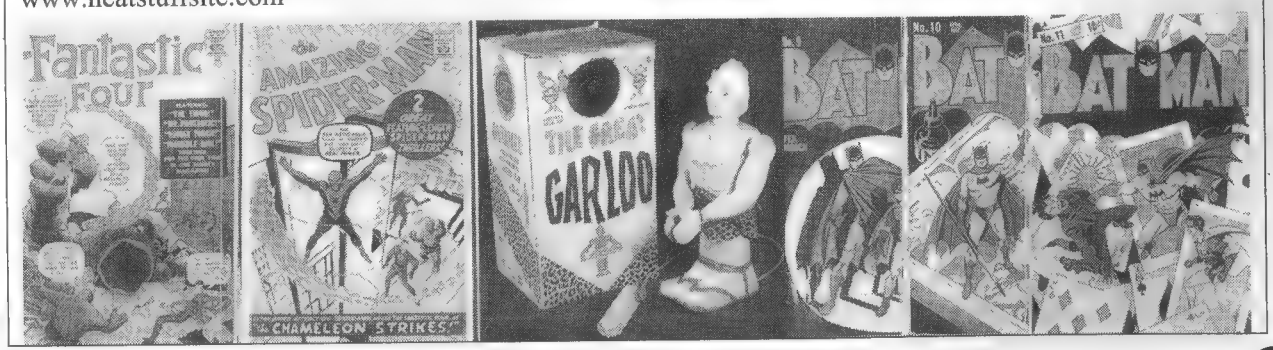
NEAT STUFF COLLECTIBLES, LLC

Send Mail to :
Neat Stuff Collectibles, LLC
P.O. Box 7240
North Bergen, NJ 07047
7246

Call: 201-861-1414
Fax: 201-861-1154
www.neatstuffsite.com

Michael Carbonaro and Brian Schutzer
Reputable, knowledgeable, serious buyers
Always Available: **Toll Free** at 1-800-903-

Email us at: brianschutzer@yahoo.com
Watch our eBay Auctions



Art by Flint Henry

Lost but now I'm found

Biting into Reality TV

by **BEAU SMITH**

Most of you who have picked up this issue of ***Comics Buyer's Guide*** have done so because you're into comic books. It's pretty safe to say that you're probably into most of the menu that pop culture has to offer up, as well. Stuff like movies, music, books, and TV.

I'm the same way. Thing is, when it comes to TV, I was lost until recently.

In the '90s, TV started losing me. As I mentioned in last month's *Dottin' the Eyes*, the unpleasant reality of reality TV shows was a large part of what pushed me away. It got so you couldn't turn on the TV without seeing some goofball eating worms or living in a house with a bunch of other self-absorbed crybabies wondering why the pretty girls don't like him.

Image ©2005 ABC, Inc.

Just when I thought my TV was gonna be nothing more than a screen for my DVDs and sports, it happened: Denny Crane.

Sitcoms were also a wasteland of just that: waste. For every *Seinfeld* there were 10 sitcoms that would puke an alley cat off the gut wagon. Nobody was funny and the laugh track just reminded us of it with every line that fell flat.

Scripted dramas just got worse and worse. *Law & Order* and all its clones continued to try to "out-deviant" each other with a line of sick, incest-ridden, sexually perverted, body-mutilating, man-, woman- and child-killing episodes that made you wish all this stuff could be shoved back into that big old closet where it stayed in the '50s. Not that we should wear blinders or act like it doesn't exist, but why glorify it and put it on TV, where every sick psycho with a dark and twisted mind will think, "Gee ... there are other people out there that think like me. I must not be alone like I thought. After all, it's on TV!"?

What happened to bank robbers and the Mafia? I guess things got a little too sick for them to hang around on the TV crime scene.

It got me thinking that what I missed most about TV was character. By that, I mean characters that had layers and personalities that made me care about 'em.

Storylines that made me wonder what was gonna happen and — most important — *why* they were gonna happen.

If something was going to be a dark storyline with a perverted serial killer, then there should be more of a reason than just trying to see who can "out-gross" and "out-pervert" the other networks. I still believe that comedy is much harder to write than drama. TV should quit going for the quick snicker and instead go for the full belly laugh. It can be done when the characters have been written with a foundation. Only then can ya go on to construct a second floor to the house of good TV.

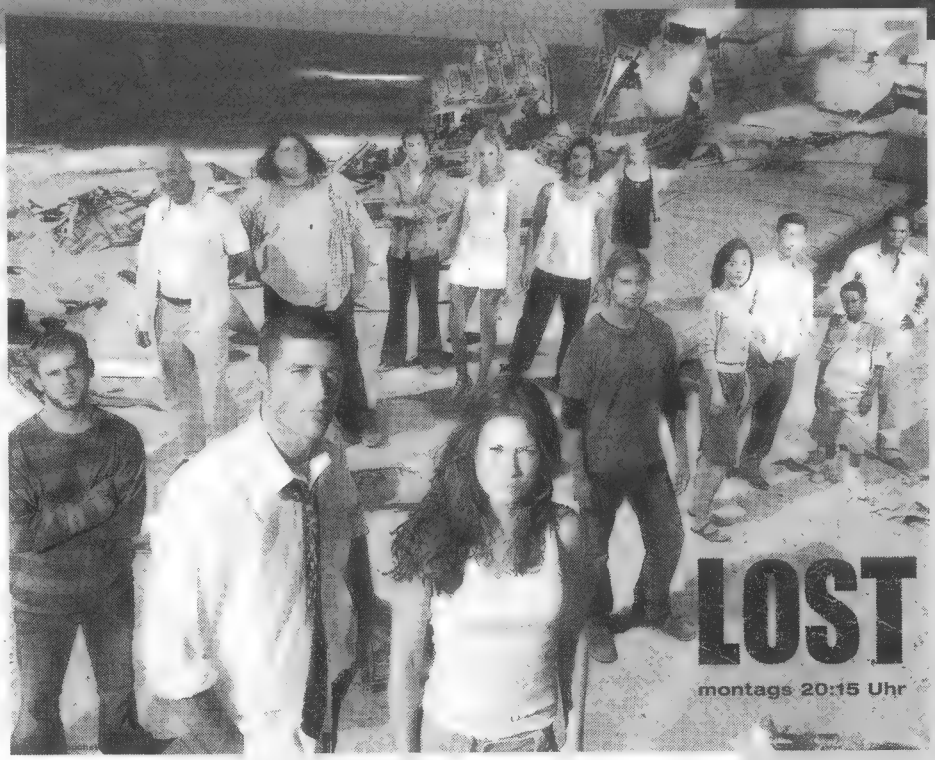


Image ©2005 ABC, Inc.

Just when I thought my TV was gonna be nothing more than a screen for my DVDs and sports, it happened:

Denny Crane.

William Shatner came on my TV screen and brought me back with his role as the character Denny Crane on *Boston Legal*, a wonderfully written character that showed me that there could be a TV show that combined comedy, romance, and drama into an hour-long show with a cast of very entertaining characters. Once more, there was hope.

James Spader is able to make his Alan Shore, the dark side of each of us, into a character that you cannot help to root for. He's the guy you don't wanna be but sure want to defend you, if you're ever in court.

Then, there's Rhona Mitra as Tara Wilson. Trust me, in a very basic, alpha-male, hormone-driven fit of lust, if all it took was for me to jab you in the eye with a #2 pencil to make her mine, you'd be wearin' a Nick Fury eye-patch tomorrow.

Boston Legal gave me the urge to try to see if there was anything *else* out there that might be good. Night after night, I would grasp the remote in my manly grip and begin to surf like Laird Hamilton on a 60-foot wave.

I got pulled further back into TV with *Lost*. Maybe "pulled" is not a strong enough word. I got *yanked*. It was like someone tied a rubber hose around my arm, waited for the vein to rise, and then jammed the needle in and started pumping me full of the addictive mystery that is called *Lost*.

This show is a supermarket of characters. This show alone almost makes up for the past decade of bland oatmeal that the networks have tried to feed us. After the first season of *Lost* ended, I was as full as I get after Thanksgiving dinner. It's taken the whole summer for me to digest, and now I'm ready to eat from the table of good writing again.

Then, there's Rhona Mitra as Tara Wilson. ... If all it took was for me to jab you in the eye with a #2 pencil to make her mine, you'd be wearin' a Nick Fury eye-patch tomorrow.

Unlike a lot of people, I didn't care that all the questions weren't answered. I'll know what's in The Hatch soon enough. Let them drag this out as long as possible. It's like having great sex. What nut wants that to end? (Who am I tryin' to kid? I don't even want *bad* sex to end.) I'm in no hurry. Keep doing what you're doing. I like it.

There are other shows that have given me hope. Shows like *Rescue Me* on FX with Denis Leary. This is some of the best writing anywhere. I've never seen any show or movie where they were able to walk you so well on a tightrope of drama and dark comedy. It's the perfect balancing act. It can be raw and crude one second and full of realistic heart the next. Thing is, most of this is real human emotion: the kind we all feel but sometimes don't put into words. If you

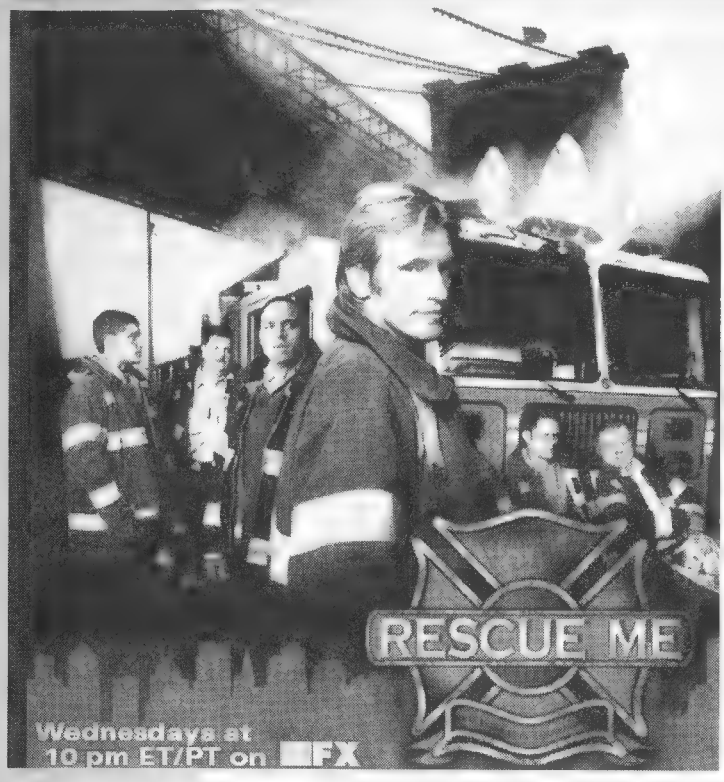


Image ©2005 FX Networks, LLC

There are other shows that have given me hope. Shows like Rescue Me on FX with Denis Leary. This is some of the best writing anywhere.

wanna see life with all its warts, farts, and darkly funny sides, then *Rescue Me* is it.

Wanted on TNT. I doubt if this show is gonna make it. Why? Because I like it so much. This is my beer and bag of Chili Cheese Fritos. I'd call it a guilty pleasure, but there is no guilt involved. I love this show. It's everything I like in a testosterone-filled, head-slammin', door-bustin' bar-room-brawlin' crime show. The bad guys are bad and the good guys are badder. There is no gray area. There are very bad people who need to be taken off the street and, if it's in a body bag, well, then that's the way it's gotta be. *Wanted* has just enough of *The Dirty Dozen*, John Wayne, Dirty Harry, and a classic Western to make this a tribute to all that is manly.

There's none of that Stephen Bochco, nancy boy, guys cryin', cop stuff here. Nope. This show is mean. It's the dog you don't pet if ya wanna keep your fingers. It's the girl you don't wanna date if you wanna keep other parts of your anatomy. It's what TV has been missin'.

Here's a short list of other TV shows that have renewed my faith in payin' a high cable bill:

Becker. I know, I missed six years worth of it. But now I catch it in reruns every night. I finally found a character that's grouchier and more self centered than me.

Firefly. Yeah, I missed this one, too, when it was on regular TV. Reruns, DVDs, and the upcoming *Serenity* movie have got me back on track.

Angel. Once again, reruns and DVDs. What can I say? I was busy all those years. Great cast, and the stories are really good when they don't get too whiny. Charisma Carpenter is right up there on my Rhona Mitra meter.

Numb3rs. For a guy who flunked math every year in school, I am pretty entertained by this one. Go figure.

Las Vegas. OK, this one is kind of a guilty pleasure. It ain't great, but James Caan always is. It has enough appeal to get me watching every other week or so.

What happened to the show *Eyes*? I really liked it and was hooked. Then, they yanked it away from me. It was smart, funny, and was unfolding really well.

There are upcoming shows that I'm gonna try that look semi-interesting. *Surface*, *My Name Is Earl*, *Bones*, *Invasion*, *Threshold*, possibly *Night Stalker*. I hope that they all work out — but if not, there's always something new poppin' up on some network.

All of this talk of TV relates to comic books. If we had *more character-driven stuff* I'd be buyin' a lot more comics. Just take super-hero comics for an example. Really read one of your Marvel or DC super-hero comics sometime. I mean really *read* it. Ask yourself: How much personality does Batman, Superman, Thor, Captain America, or Wonder Woman really have? Sure, you know their powers and their million years of history, but how well do you know them *as characters*? Are any of them the kinda person you'd wanna hang out with? Do you really feel as if you know 'em? Hell, do you even *like* 'em?

What would the personality of a being with this much power be like?

Good question.

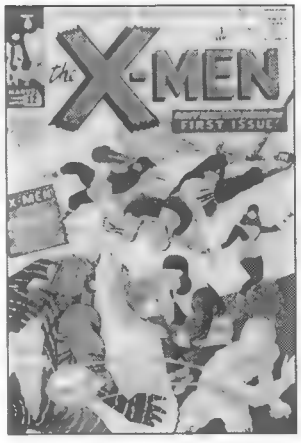
Don't ya wish the writers would give ya some answers?

Keep watchin' TV and readin' comics. Not all of it will rot your brain and make ya a teen-age delinquent.

BEAU SMITH invites questions, answers, thoughts or wonderful items of worth to The Flying Fist Ranch, P.O. Box 706, Ceredo, WV 25507. E-mail Beau at ***beau@flyingfistranch.com*** or visit his website: ***www.flyingfistranch.com***

Column © 2005 Beau Smith

CALL NOW FOR IMMEDIATE PAYMENT!!
ALWAYS SEEKING THE FOLLOWING:



Pre-1965 Disney Comics & Posters
Vintage Tarzan Books, Comics & Posters
Pre-1960 Western Comics & Posters
Early Popeye, Betty Boop & Krazy Kat
Vintage Our Gang, Marx Bros., 3-Stooges
Vintage Lone Ranger, Dick Tracy, Green Hornet
Charlie Chaplin, Buster Keaton, Harold Lloyd
Horror & Sci-Fi Posters and Stills
High Grade Warren & Skywald Magazines
Pre-1937 Pulps & Fantasy Books
Conan Comics & Magazines (Certified 9.8)

CGC
Comics Guaranty, LLC
CHARTER
MEMBER DEALER

William Hughes' Vintage Collectables

P.O. Box 270244
Flower Mound, Texas 75027
Office: 972-539-9190
Mobile: 973-432-4070
Fax: 972-691-8837

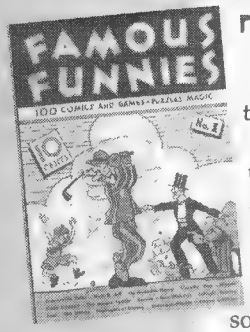
www.VintageCollectables.net
Email: whughes199@yahoo.com

Senior Advisor
Overstreet
Price Guide

BACK TO THE BATTLE OF THE AGES

AGING gracefully

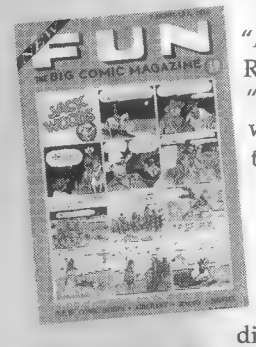
by JEROME WENKER



The extended discussion of comic book Ages in *CBG* #1609 (page 26) provides a base for the following approaches to the topic.

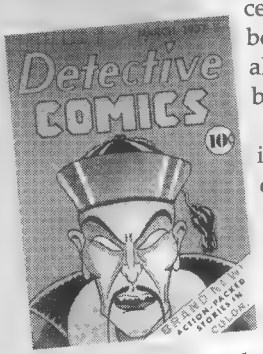
First, the discussion should be driven by the publications of comics containing super-heroes.

Second, realize that, like all historical analysis, this topic attempts to impose a structure on a set of *un*structured events — so contradictory events will exist and will need to be mentioned.



Third, following historians who divide "Ages" (such as the Middle Ages or the Renaissance) into three parts ("Early," "High," and "Late," the comic-book Ages will also be divided into three parts using the same terminology.

Fourth, historians are comfortable with one Age existing in part of Europe while another Age is present in other parts of Europe. For example, in the 14th century, the Renaissance was present in Italy but did not reach England until at least the 15th century. Similar time overlapping in comic-book Ages, while undesirable, needs to be allowed in any detailed analysis of comic-book Ages.



At times, there are precursor events: items that in hindsight look to future developments but that, at the time, seem to be only something strange that have no impact on the field. The existence of out-of-Age items needs to be recognized, even if it is ignored. Within comics, these are stories written and drawn at one time, placed in inventory for years at a time, and eventually printed. DC printed more than a few such "Golden Age" stories in the middle of the Silver Age.

Finally, to try to keep this document short, tables are used to provide dates, titles, and issue numbers and what the issue represents. Notes in the table will refer to more detailed explanations (when needed) of why the issue or date was chosen. For well-known items in the *CBG* presentation, such explanations have been left out.

Very Detailed Comic Book Ages

For the purposes of this presentation, the "Pioneer," "Victorian," and "Platinum" Ages will not be discussed. Instead, as was the case in *CBG*, this begins with the "Pre-Super-Hero Age."

In each Age, there will be an attempt to identify four key items. There is the item that identifies the beginning of the Age; this is the start of the "Early" period. Next is the item that clearly shows that the type of super-hero defined in the Age had spread throughout the industry; this is the start of the "High" period. Next is the event that causes a significant change in the super-hero stories; this is the end of the "High" period and the start of the "Late" period. Finally, the cancellation of one or more titles or the change in content of a title is used to identify the end of the Age.

Pre-Super-Hero Age

Jul 34 *Famous Funnies* #1	Precursor
Feb 35 *New Fun* #1	Start Early period
Mar 37 *Detective* #1	Start High period
May 38 (pre-) *Action* #1	End High period #1
Jun 40 (pre-) *All-American* #16	End Age #2

#1: The decline and end (or Late) period for the Pre-Super-Heroes coincides with the Early period of the Golden Age.

#2: When *All-American* #16 was published with the first appearance of Green Lantern, all DC anthology titles (the "Big 6") then had at least one super-hero appearing in each issue. For the following years, anthology titles had to have at least one (and usually two or

three) super-hero in each issue. As will be seen in the discussion of the Golden Age, by the time *All-American* #16 was published, the whole comic-book industry had a lot of super-heroes.

Golden Age

Jun 38	*Action* #1	Start Early period #3
May 39	*Wonder* #1	Super-heroes spread #4
May 39	*Detective* #27	Spread within DC #5
Jul 40	*All-American* #16	Start High period #6
Dec 45	<cover date>	End High period #7
Mar-Apr 49	*Superboy* #1	Abnormality #8
Feb-Mar 51	*All Star* #57	End Golden Age
Feb 51	*Detective* #168	Confirmation of end #9

#3: The best proof that *Action* #1 is the start of the Golden Age is the term "super-hero." If Siegel and Shuster had called Clark Kent's alter ego "Ultraman," the entire field would be talking about "ultra-heroes" and "ultra-villains."

#4: *Wonder Comics* #1, with the character "Wonder Man," should have been on the list of comics used in ***CBG*** to show the spread of super-heroes. The DC lawsuit provides the best evidence of this spread.

#5: This entry, along with the other items listed in ***CBG***, is a legitimate example of the spread of super-heroes. *Detective* #27, *Marvel* #1, and *Whiz* #2 fall within the Early period as defined here.

#6: The use of *All-American* #16 with Green Lantern as the start of the High period is discussed above.

#7: By the time comic books with cover dates of December hit the newsstands, all or almost all stories written and illustrated during World War II had been published. This meant there had to be a change within the stories, as wartime villains and crimes had to be replaced by those of peacetime. Note that *Mary Marvel* #1 and *Marvel Family* #1 (Dec 45) still fall within the High period.

#8: Normally, during the end of an Age, there are many comics cancellations or short-run titles. Here is a title that started during the end of the Golden Age and ran (with a Late name change) for 30 years, lasting well beyond the Silver Age.

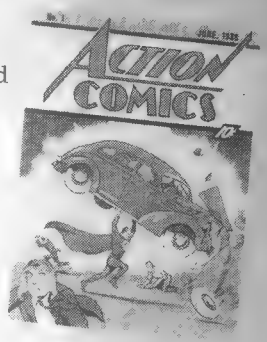
#9: The origin of The Joker in *Detective* #168 is clearly a Golden Age story, and the fact that this issue was on the newsstands at the same time as *All Star* #57 seems to emphasize that this is the end of the period.

Interregnum

Sep 47	*Young Romance* #1	Precursor (one of many)
Apr 51 (post-)	*All Star* #57	Start period #10
Aug 56 (pre-)	*Showcase* #4	End period

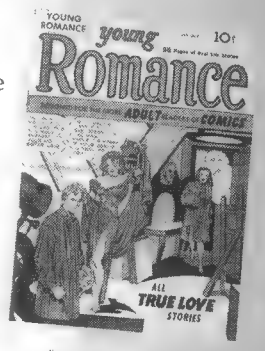
#10: Individuals may be interested in subdividing this period and using E.C. and the Disney Ducks as examples of the growth, High period, and decline of this period.

In this context, see also Note #13 below for parallel analytical possibilities.



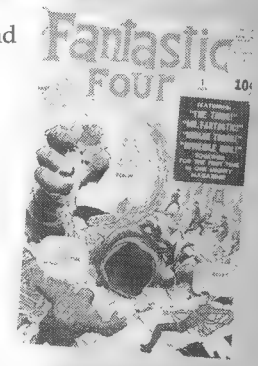
Silver Age

Sep-Oct 54	*Jimmy Olsen* #1	Precursor
Nov 55	*Detective* #225	Precursor
Sep-Oct 56	*Showcase* #4	Start Early period
Nov 61	*Fantastic Four* #1	Start High period
Sep 70	*Fantastic Four* #102	End High period #11
Sep 78	*Showcase* #104	End Silver Age #12



#11: When Jack Kirby moved to DC, the style of storytelling at DC began to move toward that used at Marvel. As other writers and artists began to move back and forth, the two styles became more similar. This, like the change in storytelling at the end of World War II, signaled the end of the period that defined the major characteristics of the Age.

#12: The best way of determining the end of an Age is when titles of that Age get canceled. Here in a period of five months (Jul-Nov) many titles, including *All Star* (again), *Anthro*, *Aquaman*, *Batman Family*, *Black Lightning*, *Kamandi*, *Karate Kid*, *Mr. Miracle*, and *Shade*, were canceled. The choice of *Showcase* from the middle of this period is, in part, arbitrary. *Showcase* #4 defined the beginning of the Silver Age; it seems fitting that *Showcase* #104 (100 issues later) can define the end of the Age.

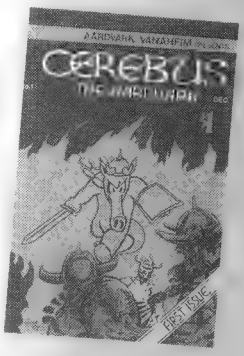


Second Interregnum

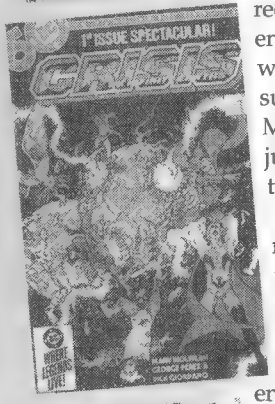
The very concept of the existence of this period is itself questionable. With, as will be seen, the Silver Age overlapping the start of the Bronze Age, this entire Interregnum period becomes one that is completely overlapped by defined Ages. This multiple overlap seems to be objectionable.

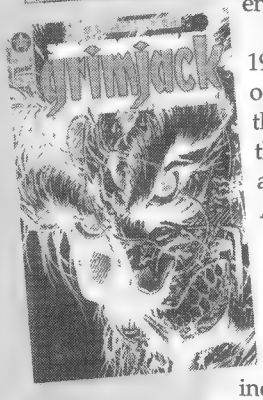
However, the purpose of this period is to make it possible for those who wish to do so to have a period for the important comics that did not feature super-heroes.

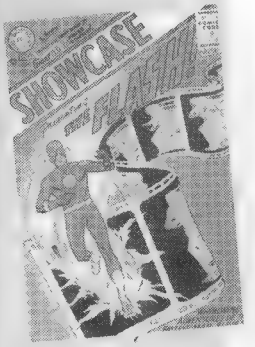
Oct 70	*Conan* #1	Start Early period #13
Apr 72	*Tomb of Dracula* #1	Start High period
Dec 77	*Cerebus* #1	End High period



#13: The dates and importance of these dates is questionable. They are given here as







a suggestion and to find a spot to include additional items mentioned in *CBG* #1609. See also Note #10 above for parallel relationships with the first interregnum.

Bronze Age

Jul 75	*Giant-Size X-Men* #1	Start Early period
Nov 80	*New Teen Titans* #1	Start High period
Apr 85	*Crisis* #1	End High period #14
Apr 91	*Grimjack* #81	End Bronze Age #15

#14: This event led to a period of reevaluation of heroes (at least in the DC environment), since it was not always clear who survived or which version of a hero survived. Parallel developments in the Marvel universe are needed in order to justify an appropriate marker for the end of the High period.

#15: The end of an Age is generally marked by a lack of interest by comics readers (resulting in low sales) of titles of the Age.

This results in the cancellation of titles, which, in turn, becomes the marker for the end of the Age.

The presence of speculators during 1989-1991 makes it difficult to determine the level of interest in the titles published during these years. The cancellation of the last of the independent hero titles provides an appropriate point for the end of the Bronze Age.

Simplified Approach to Comic Book Ages

The above approach is suitable for individuals with a strong interest in the subject and has, by design, at least a few controversial entries.

A shorter version closer to the *CBG* approach is also needed for those who have a limited interest in the subject.

Pre-Super-Heroes

Feb 35	*New Fun* #1	Start Early period
Mar 37	*Detective* #1	Start High period
May 38	(pre-) *Action* #1	End period

Golden Age

Jun 38	*Action* #1	Start Early period
Jul 40	*All-American* #16	Start High period
Dec 45	<cover dates>	End High period
Feb-Mar 51	*All Star* #57	End Golden Age

Interregnum

Apr 51	(post-) *All Star* #57	Start period
Aug 56	(pre-) *Showcase* #4	End period

Silver Age

Sep-Oct 56	*Showcase* #4	Start Early period
Nov 61	*Fantastic Four* #1	Start High period
Sep 70	*Fantastic Four* #102	End High period
Jun 75	(pre-) *G.S. X-Men* #1	End Silver Age

Bronze Age

Jul 75	*G.S. X-Men* #1	Start Early period
Nov 80	*New Teen Titans* #1	Start High period.
Mar 86	*Crisis* #1	End High period
Apr 91	*Grimjack* #81	End Bronze Age

Comic Ages for Outsiders

There are times when individuals who want just a minimum amount of information ask comics collectors and dealers about the various Ages. The following approach is suitable for individuals who find that a two-minute discussion reaches information overload. (Including the footnote information is optional; it depends on how quickly the listener's eyeballs glaze over.)

Pre-Super-Heroes (pre-Jun 38)
Any comic book published before Jun 1938 is a Pre-Super-Hero.

Golden Age (Jun 38 to Feb 55)
Anything with a 10¢ cover price published after May 1938 that does not have a Comic Code Authority symbol on the front cover. (See #16.)

Silver Age (March 55 to approximately Dec 74)
Anything with a 10¢, 12¢, 15¢, or 20¢ cover price with a Comic Code Authority symbol on the front cover can be considered to be a Silver Age comic. (See #17.)

Bronze Age (approximately Jan 75 to Mar 91)
Anything with a cover price of at least 25¢ but published before April 1991 can be considered to be a Bronze Age comic book.

#16: This simplified approach does not properly handle Dell comics, which ignored the Comic Code Authority.

Note that, for both the Golden Age and Silver Age, there were extra-thick comics at prices higher than those used to identify the "Age" of a comic.

Also, for DC, many titles went from 15¢ to 25¢ and then to 20¢; those 25¢ issues are also Silver Age. Explaining this is optional.

#17: By using the cover price and CCA symbol, it makes it easy for a novice to quickly sort a stack of "old" comics into reasonably Age-appropriate piles. The use of

Silver Age investigations

Finding a defining term

by **MICHAEL USLAN**

I knew I wasn't crazy. I read in *CBG* a claim that the expression "The Silver Age" of comics wasn't used until circa 1971-72. Yet I was certain the general term was in our vocabulary in the mid-'60s as fans and collectors. I had a recollection of it having been coined in either a letter or in a response to a letter in a comic book or fanzine.

And so "Sherlock" Uslan went to work. No one from the glory days seemed to recall where it originated, though every old-timer I communicated with agreed it was in common usage in the '60s.

I checked my issues of *Rocket's Blast/Comicollector, Alter-Ego, Batmania,* and others. I asked Paul Levitz to check his *The Comic Reader/On the Drawing Board* archive. I could not find the elusive culprit. My next logical guess was it came from a Julie Schwartz letter page. With the generous help of Allan Asherman, I checked suspected issues of *Flash, JLA, Showcase, Green Lantern, Atom, Batman, Detective, Hawkman,* and annuals. I found many references to "The Golden Age" (as on the cover of *Flash Annual* #1), "The Modern Age", "Earth 1 and Earth 2", the "old" Flash and the "new" Flash, *etc.* But, still, I couldn't find that magic word "Silver" in the mystical letter or response to a letter I had hollering to me from some long-slumbering brain cell.

Until …

I found the letters column from *Justice League of America* #42 (Feb 66) … an issue that would have been on sale in November 1965. You remember that issue — "Metamorpho Says 'No!'" One Scott Taylor of Westport, CT, wrote to Julie:

Dear Editor: Great, magnificent, superb, and anything else you might care to add. What am I talking about? "Crisis on Earth-A," that's what! Nothing has equalled it and I don't think anything else will! If you guys keep bringing back the heroes from the *Golden Age*, people 20 years from now will be calling this decade the *Silver Sixties!*

Fans immediately glommed onto this, refining it more directly into a Silver *Age* version of the Golden Age. By November 1965, it was in our vernacular, replacing such expressions as Jerry Bails' ponderous "Second Heroic Age of Comics" or the "Modern Age" of comics. It wasn't too long before dealers were differentiating their sale of, say, *Green Lantern* #3 by specifying it was a Golden Age comic for sale or a Silver Age comic for sale.

JUSTICE LEAGUE of AMERICA
APPROVED BY THE COMICS CODE AUTHORITY
CUT OUT, JUSTICE LEAGUERS--
THE CURRENT SUPER-HERO SENSATION IS INVITED TO JOIN THE JUSTICE LEAGUE-- BUT'S
THE ASTONISHING REPLY IS...
"METAMORPHO SAYS NO!"
I'LL FIGHT OFF THESE MENACES--
WITHOUT ANY HELP FROM YOU!

I'm happy to set the record straight on this small but seminal issue relating to comic-book history. And let's hear it for Scott Taylor, wherever he is today.

Many thanks to Paul Levitz for adding to the historic accuracy of my research by checking that *JLA* #42 actually had an on-sale date of Dec. 9, 1965.

Editor's note: *For more on this topic, see Mr. Silver Age's Mail Chute on Page 106.*

At the comics crossroads

Keep on Keepin' on

by **TONY ISABELLA**

If I can stop one heart from breaking, I shall not live in vain.

*— **Emily Dickinson***

There's a lot of crazy talk out there in comicdom. Hardly a week goes by without someone e-mailing me to sadly inform me they aren't reading comics any more. They love reading my column, they love ***CBG***, but they aren't reading comics any more. After all these years, Hera help me, are we drifting apart?

I understand why some readers have come to this crossroads in their comics life, especially if their interest in comics has been centered on the long-running super-heroes of DC and Marvel. Some writers and editors — good and mediocre alike — have done some very nutty things with those characters and members of their supporting casts. Some readers, and I don't necessarily exclude myself from this, have overreacted to these nutty things. Others have failed to express their dismay loudly enough.

I'm all over the map on this one. I'm not terribly concerned about the old memory-wipe bit. I am concerned about super-heroes trying to force personality alterations on their foes or wiping the minds of their allies and friends.

I'm appalled at DC turning Leslie Tompkins — a virtual saint in their comics — into someone who lets a patient die to teach the Batman a lesson. I'm not too bothered by Maxwell Lord committing suicide by Amazon. I mean, really …

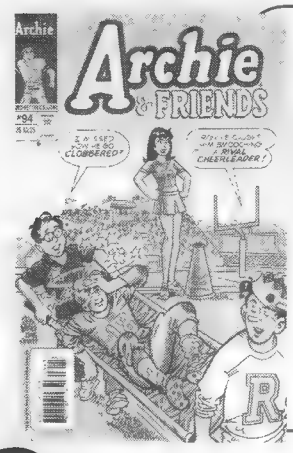
"I can control Supes as long as I live. That's right, lady, he's in my power as long as I'm breathing. Why, the only way you could stop me is to kill … ***snap***!"

I would have busted a cap in his ass myself.

My own preference is for what I call the white-hat heroes, but I can still find Batman and Wonder Woman stories to enjoy. DC is reprinting a lot of fun comics from the past. There are novels and TV shows. There are even new comics that, to some extent, ignore the nutty stuff and tell the stories I enjoy.

If the nutty stuff gets your goat, look beyond the mainstream titles of your favorite heroes for those other stories more to your liking. Or find other heroes and other kinds of comics that you'll enjoy more than the ones you've dumped. Because there really are a lot of good comics out there.

Let's go looking for them together. I just know we can make this relationship work.



Archie & Friends #94

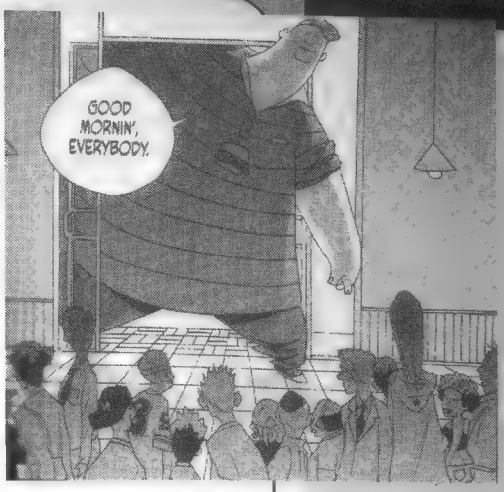
by Scott Cunningham, Stan Goldberg, and John Lowe

Scott Cunningham's "Get Lost" leads off ***Archie & Friends* #94** (Archie, $2.25). When Mr. Lodge has to land his damaged jet on a deserted island, he and the Archies must survive until they are rescued. Soon, in a delightful send-up of TV's *Survivor*, it's Archie and the boys vs. Lodge and the girls to prove which are the better castaways. Drawn by Stan Goldberg and John Lowe, the tale offers a plethora of fast gags and a killer punch line.

The issue's other stories feature Josie and the Pussycats plus Archie's pal and bad-luck magnet Jinx Malloy. A refreshing change of pace, *Archie & Friends* #94 gets four Tonys.

Archie & Friends #94: 36 pages, color.
www.archiecomics.com

MBQ #1
by Felipe Smith



I don't know what made me keep reading Felipe Smith's ***MBQ* #1** (Toykopop, $9.99). Three chapters and nearly 70 pages into it, I was, to be honest, repulsed by the various low-life characters I'd "met" to that point. Then came Jeff, a giant of a young man who works at McBurger Queen, making his entrance in a hilarious 37-page chapter about a mad lunch-hour rush at the fast-food joint. That's what won me over.

The next chapter introduced probationary police officer Aidan O'Malley and his training officer, R.J. Finch. The characters were instantly likable, which made the later revelation of an incident in O'Malley's youth all the more powerful. As these characters and the aforementioned lowlifes came into each's others worlds, I got more into *MBQ*.

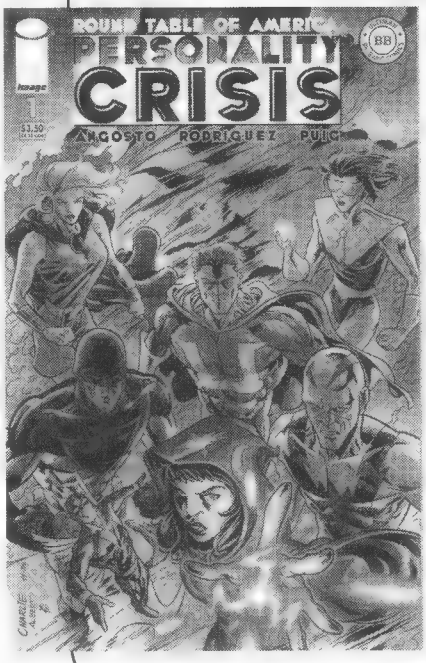
My least favorite character might be struggling comics artist Omario, the ostensible "hero" of the series. He's arrogant, lazy, and given to churlish diatribes against "mainstream" comics, mostly because he doesn't want to do them. Which, of course, we've heard so many times from non-mainstream comics creators who, nonetheless, sit up and bark like trained puppies when mainstream comics outfits offer them paying gigs. Of course, as someone who enjoys reading all kinds of comics, including this one, I never understood why one couldn't enjoy working on all kinds of comics, as well. Why limit one's creative and financial opportunities?

But I digress.

Smith is a relative newcomer to comics. His storytelling is decent, though sometimes shaky. His art has a compelling energy to it. If he can lose the diatribes and make us care about Omario as much as we care about Jeff or Aidan, *MBQ* could be a keeper. He has definitely earned himself a second chance with me, just as *MBQ* #1 has earned a respectable three out of five Tonys.

MBQ #1: 228 pages, black-and-white
www.tokyopop.com

Round Table of America: Personality Crisis #1
edited by Gary Carlson



***Round Table of America: Personality Crisis* #1** (Image, $3.50) is the latest of the "these super-heroes are oddly familiar" comics from Editor Gary Carlson. Despite the obviousness of their source material, I usually enjoy them. It's like finding cool old comics from a long-gone publisher.

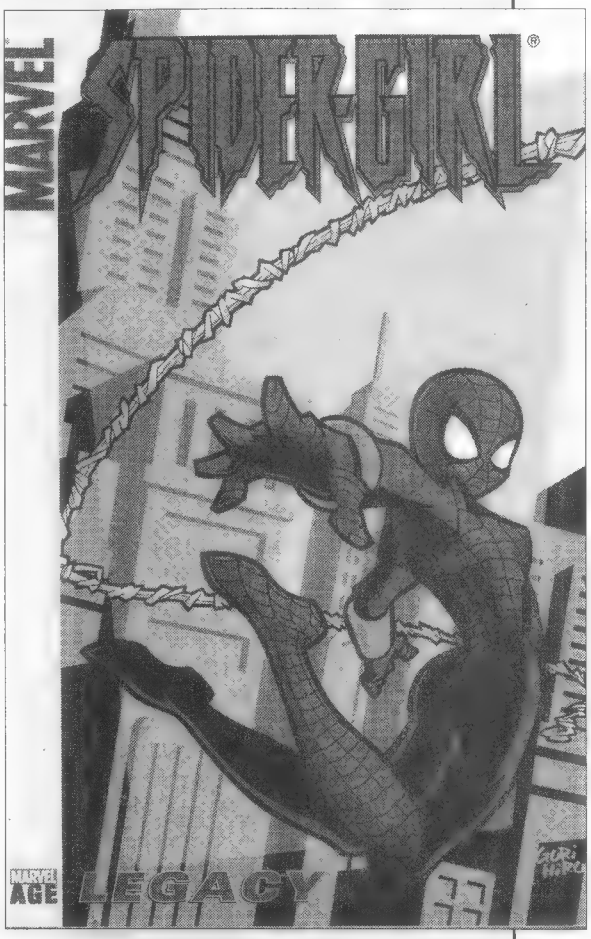
In "Mystery of the Numinous Nemesis," the heroes of the Round Table battle their seemingly more powerful doppelgängers. Writer Pedro Angosto has clever match-ups here. Ultiman is attacked by his suddenly grown-up daughter. The Blitz goes up against what appears to be his empty uniform, symbolic of how much the speedster defines himself by his heroic identity. Ms. Merlin, who became a woman to learn magic, battles her former male self. This isn't a great story but it's entertaining, with a workable conclusion and decent art by Carlos Rodriguez and Albert Puig.

If you like old-school super-hero comics and have a few extra bucks in your pocket, you could do much worse than *RTA: Personality Crisis*. I give it a respectable three Tonys.

RTA: Personality Crisis #1: 36 pages, color.
www.imagecomics.com

Marvel Age Spider-Girl Vol. 1: Legacy
by Tom DeFalco and various artists

Don't let the awful Spider-Girl figure on the cover of ***Marvel Age Spider-Girl Vol. 1: Legacy*** (Marvel, $7.99), seen at upper right, keep you away from this collection of *Spider-Girl* #0-5. Behind the *faux*-manga cover are excellent traditional super-hero stories by writer Tom DeFalco, teaming with artists Pat Oliffe, Ron Frenz, Al Williamson, and Bill Sienkiewicz.



In the alternate future Marvel universe in which these stories are set, May Parker is the daughter of Peter and Mary Jane Parker. Her dad was our friendly neighborhood Spider-Man until a climactic battle with the Green Goblin cost him a leg. May is an incredible athlete and otherwise-normal kid with no knowledge of her father's past or powers — until she discovers she has inherited his powers and the responsibility that comes with them.

DeFalco has a knack for writing this character. She's a hero but she's still a believable teen-ager. She worries about boys and school. She wonders if she should quit the school basketball team to be fair to the players who don't have her powers. She's at odds with her parents over her resolve to carry on in her father's web-prints. I believe this character and I like her.

Each of the six stories in this book is Done in One but with developing subplots. The villains are a colorful and occasionally clunky lot ranging from The Green Goblin and Venom to Crazy Eight.

The adult supporting cast is well played, the teen supporting cast not nearly as interesting.

SHE'S HERE — THE DAUGHTER OF THE ONE, TRUE SPIDER-MAN!

(Kudos to DeFalco for a scene in which police scientist Peter Parker and lab assistant Phil Urich — who briefly in his youth was a heroic Green Goblin — discuss Spider-Girl and don't realize they aren't on the same page. Peter wants Phil to help him convince May to hang up the spider-tights, while Phil thinks his boss is asking him to help the girl with the super-hero gig.)

Spider-Girl is super-hero fun for all ages with many welcome, respectful nods to classic Spider-Man comics. It earns four out of five Tonys.

Spider-Girl: Legacy: 146 pages, color
www.marvel.com

The Phantom #7-8

by Ben Raab, Pat Quinn, and Ken Wheaton

Created by Lee Falk, The Phantom is one of the most enduring heroes in comicdom. His popularity is greater outside the United States, but that hasn't stopped Moonstone from publishing a series of well-received Phantom comic books and graphic albums.

In ***The Phantom* #7-8** ($3.50 each), writer Ben Raab resurrects and reinvents The Sky Band, the airborne women pirates who starred in one of the most popular Phantom stories of all time. This new Sky Band is led by the daughter of the original leader, a vicious murderess who believes the Phantom to be her father. Her teammates are equally nasty ladies with perhaps justifiable grudges against various corporations. I like the unsettling feeling of being both sympathetic towards the Band while simultaneously being appalled by their actions.

Raab handles The Phantom and Diana Palmer-Walker, our hero's wife, very well. The issues move well, with peril aplenty and good art by Pat Quinn and Ken Wheaton. On the minus side, the coloring gave the impression I was looking at the art through a translucent curtain of mud. Lighten up on the hues, already.

Though I was somewhat disappointed by the story's conclusion, in which others did some of the heavy lifting that should've been the Phantom's job, I have no hesitation in recommending these comic books and giving them three Tonys apiece.

The Phantom #7-8: 36 pages, color.
www.moonstonebooks.com

Spike: Old Times

by Peter David and Fernando Goni

I eagerly awaited the arrival of ***Spike: Old Times*** (IDW, $7.49) for three reasons: It featured the return of my favorite character from the *Buffy the Vampire Slayer* and *Angel* TV shows, it was to be written by fellow ***CBG*** columnist Peter David, and it would confirm that there was, indeed, a past relationship between Spike and vengeance demon Halfrek. My anticipation was amply rewarded.

Halfrek considers herself a "justice demon" and believes her actions are part of a divine plan. Vampire-with-a-soul Spike lacks such faith and sets himself to stopping Halfrek from carrying out her mission of the moment. Without going into too many details, Spike's motives include handing out payback, protecting a fellow poet, and gumming up things just for the fun of it.

David's wicked sense of humor comes into play, often making me laugh in spite of my kinder, gentler nature. He gets Spike right and lets us know Halfrek better than we have in her TV appearances. He keeps the story interesting from start to its satisfying finish.

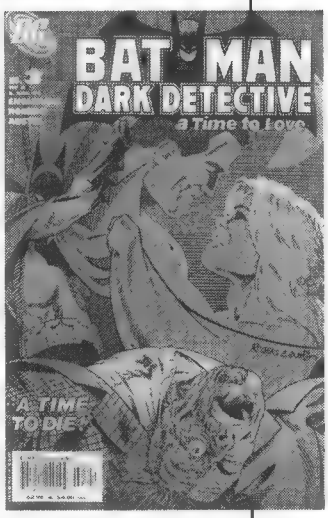
While the issue suffers slightly from an occasional stiff figure in the Fernando Goni and Impacto Studios art, it's that story and David's keen dialogue that win the day.

Spike: Old Times is "must" reading for comics readers who also enjoyed *Buffy* and *Angel*. It gets the full five Tonys and my hope that David gets another crack at Spike or other *Buffy/Angel* players in the very near future.

Spike: Old Times: 52 pages, color.
www.idwpublishing.com

Batman: Dark Detective

by Steve Englehart, Marshall Rogers, Terry Austin, and Chuck Chuckry



While it's better-written and more entertaining than most of the current Batman titles, ***Batman: Dark Detective*** (DC, $2.99 each) suffers from too many jarring elements and from resolutions that seemed too convenient. I was impressed by writer Steve Englehart's attempt to please as many divergent Batman fans as possible, but I think his story could have been told in fewer than its six issues and would have been better and more focused for it.

Spoilers ahead.

What I like most about the series were the elements introduced early on. Silver St. Cloud, the love of Bruce Wayne's life until she learned he was Batman, has returned to Gotham as the intended of Senator Even Gregory, a very good man running for governor. The Joker has also declared his candidacy with the singular position of "Vote for me or I'll kill you."

Englehart works other major and minor Batman villains into the mix. The Scarecrow has a pivotal role in the tale. His delayed-reaction fear-gas ignites the smoldering passion Bruce and Silver still have for each other and convinces them they can be together. Yet, when this proves *not* to be the case, following a sequence of woefully contrived events, it's as if they'd awakened in a strange hotel room, looked at whom they were sleeping with, and wondered what the heck they had been thinking the night before. Maybe this was intended as a humanizing touch for the heroes — because Silver was, in her way, as heroic as Batman — but it was an unsatisfying resolution after having following their renewed romance through the previous several issues.

Two-Face and Dr. Double X also appear and, frankly, they don't work. Two-Face is somewhat useful as a twisted reflection of Batman's own identity crisis, but the story already had The Joker for that. Double X creating a clone of the unmarred Harvey Dent is too super-science-fiction for the tone of the rest of the series. The story didn't need either of them.

Enough with the negatives. Englehart tells an exciting tale. He handles the "shoot Batman on sight" policy of the Gotham cops as well as or better than anyone else, which is to say the cops pretty much ignore it when it suits them. Enhanced by Chuck Chuckry's coloring and John Workman's lettering, the Marshall Rogers and Terry Austin art is nothing short of excellent.

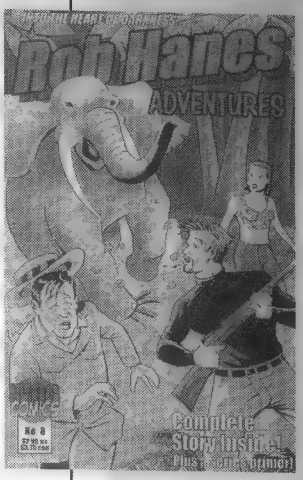
Batman: Dark Detective isn't perfect but it is good enough overall to pick up four Tonys. I'd buy an ongoing Batman series by these five talents in a heartbeat.

Batman: Dark Detective: 36 pages per issue, color.

www.dccomics.com

CBG Xtra
ONLINE BONUS! Looking for a TOOT ("Tony's Other Online Tips")? Read an exclusive Tony review each week, free on www.cbgxtra.com!

Rob Hanes Adventures #8
by Randy Reynaldo



Rob Hanes Adventures **#8** (WCG Comics, $2.95) is one of the best comic books I've read of late. Created by writer, artist, and publisher Randy Reynaldo, its hero is an operative for a private detective, info-gathering, and security company. His cases take him all over the world, and, in most of the far-off places, he has both friends and enemies. Hanes is no super-agent, just a gutsy and highly skilled man who can be counted on to do the right thing, even when it puts him at odds with his current clients.

"The Last Explorer" takes Hanes to Africa to help an old foe find his grandfather. To complicate matters, Hanes loves his foe's innocent and long-suffering young wife and, to further complicate them, the old foe has larceny on his mind. There are perils in the jungle, perils from nature, and, deadliest of all, perils from the twists and turns of human frailties.

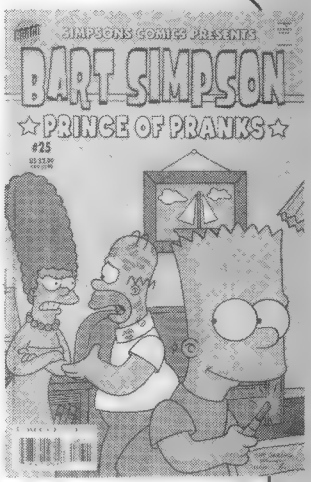
As always, Reynaldo tells a complete and rich story in a single issue. He masterfully sets the stage, breathes life into his each of his players, and moves his tale to a satisfying conclusion. His writing and art are reminiscent of some of the best this business has ever known, Milton Caniff and Johnny Craig among them. This is a comic book that is more deserving of wider recognition than any other comic I could name.

Your three bucks brings you the 18-page lead story, a two-page "Rob Hanes Primer," a letters column, and a "liner notes" section. For a comic this good, that's darn near a steal. I've grown more than a little stingy with my top rating, but *Rob Hanes Adventures* #8 earns the full five Tonys without breaking a sweat.

Rob Hanes Adventures #8: 28 pages, black-and-white.

www.wcgcomics.com

Simpsons Comics #108-#109
Simpsons Comics Presents Bart Simpson #25
by various writers and artists

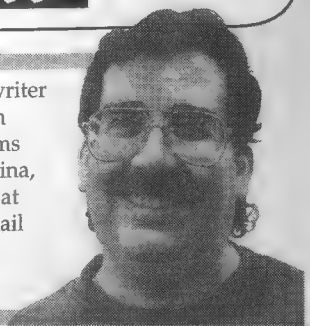


Simpsons Comics and ***Simpsons Comics Presents Bart Simpson*** can always be counted on to bring on the funny. In *Simpsons Comics* #108 ($2.99), the head of the family becomes "Big House Homer" in a story by Chuck Dixon. When the F.B.I. investigates Mr. Burns for selling plutonium to terrorists — "It wasn't earning me a *dime* buried under all those housing developments." — Burns frames Homer. There are great bits in the issue-long tale, but it relies overmuch on continuity from the *Simpsons* TV show and peters out in its last pages. With art by John Costanza and Mike DeCarlo, this issue gets three out of five Tonys.

Simpsons Comics #109 also features Burns in the pivotal role. In "Now Museum, Now You Don't" by Ian Boothby, Burns tries to combat an unflattering documentary by putting his version of his family's history on display in "The Burns Museum of Historical Truth." This being Springfield, most of the people accept said "truth" without question. A subplot involving the feud between Homer and traffic reporter Arnie Pie makes good use of Professor Frink and collides with the main story for this issue's big finish. Boothby captures the "voices" of all the Springfield players exceedingly well, as do artists Phil Ortiz and Phyllis Novin. This book-length story picks up four Tonys.

Bart Simpson #25 has three stories. The funniest is "Comics Fan No More" in which Bart signs on as Comic Book Guy's gopher at a convention; it's written by Tom Peyer with art by John Costanza and Howard Shum. Writer Chuck Dixon, penciller John Delaney, and inker Shum get laughs from Bart and his pals sneaking into "R"-rated movies in "Box Office Bingo." Finally, "Cross Country Clown" has Bart winning a trip to Krusty the Clown's "Kalifornia Experience" in a tale by Earl Kress, James Lloyd, and Andrew Pepoy. With three good stories, the issue earns four Tonys.

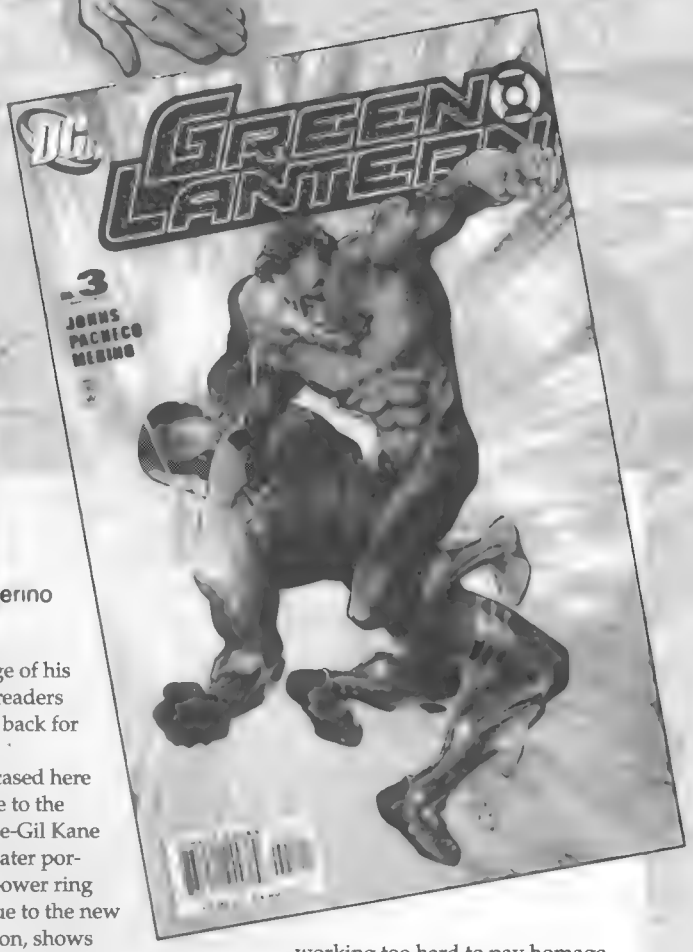
All three issues: 36 pages each, color.



TONY ISABELLA, comics writer and author, has been appearing in *CBG* since #3 in 1971. Review items can be sent to P.O. Box 1502, Medina, OH 44258. Check out his website at **www.wfcomics.com/tony**, or e-mail him at **tony@wfcomics.com!**

Tony's Tips is © 2005 Tony Isabella.

REVIEWS



PICK OF THE MONTH COMIC BOOK

***Green Lantern* #3-4**

DC

$2.99@, color, 32 pgs.@, available now

Writer: Geoff Johns; Artists: Carlos Pacheco, Jesus Merino

reviewed by **George Nelson** ★★★★

The opening arc of the new *Green Lantern* series is capped with a story that effectively showcases the resources of the man behind the ring, providing a strong launch for the title.

Despite The Manhunters' historical ties to The Green Lantern Corps, they've rarely been shown facing off with The Corps, making them an effective choice here. In addition, Geoff Johns, whose knowledge of GL history is evident throughout, provides an intriguing twist to their capabilities to make them even more formidable opponents in the future. The story also offers a tantalizing mystery with the identity of the new Grandmaster.

Add the threat of Hector Hammond and his knowledge of his own origins and readers will keep coming back for more.

The GL showcased here clearly owes more to the early John Broome-Gil Kane adventures than later portrayals. Hal, his power ring nearly drained due to the new Manhunter weapon, shows why he was originally chosen as Earth's Green Lantern. Carlos Pacheco and Jesus Merino's clean, dynamic style here hints at Kane's early work on the character without directly mimicking it.

One trap Johns should avoid is working too hard to pay homage the past; Hal reveals his secret ID in a manner that mirrors a bit too closely a classic moment in GL history. Hal's visit to Oa is not to be missed, however.

www.dccomics.com

Ant #1

Image

$2.99, color, 28 pgs., available now

Writers: Mario Gully, Marc Hammond; Artist: Mario Gully

reviewed by **Brett Weiss** ★★½

Hannah Washington is a young, curvaceous African-American with haunting memories of being hit by a car when she was a child. And, for reasons unknown to her, the image of an ant keeps appearing in her mind. Otherwise, she has little recollection of who she is, where she came from, or where she's headed. Somehow, she ends up at a comic-book convention, dons an ant costume (which she didn't even realize she had), and battles a mime and the mime's henchmen.

A common storytelling device these days is to introduce the protagonist as a conflicted character with partial amnesia and a background shrouded in mystery, uncertainty, and confusion. Unfortunately, this increasingly clichéd formula is only partly successful in this case. Without knowing Ant's powers, motivations, or the properties of her costume, it's difficult to feel much of anything for her. Ant's beginnings seem a bit too underdeveloped when compared to the quickly paced, information-packed origins of such stalwarts as Spider-Man and Batman.

Cool art, though — and future issues could prove interesting.

www.imagecomics.com

Conan #18

Dark Horse

$2.99, color, 32 pgs., available now

Writers: Kurt Busiek, Fabian Nicieza

Artists: Bruce Timm, John Severin

reviewed by **Oliver Chin** ★★★

In a one-shot episode, hero Conan is given a breather by his — trusted helmet? Yes, by Crom, the star of this tale is his legendary horned helm — and its mortal curse on those who subsequently don it.

Rendered by John Severin, this battle-worn helmet jumps from the head of one ill-fated warrior to the next in an old-fashioned version of *Barbarian Antiques Roadshow*. Some may be sly enough to recognize its value, but their brows are surely unprepared to deal with the bloody consequences. Who is man enough to bear this crown? Then, in a short end story, Bruce Timm illustrates Conan's silly sadistic side while he performs a typical rescue of a damsel in distress.

As narrative interludes go, this episode is a fair stand-in, as the reader watches the helmet pass from boys to men and back again. But, as charismatic comics adventures go, a hat is no match as a leading "man" compared to its true owner. Moreover, Timm's contribution is tantalizingly temporal and begs for his own, complete-issue, interpretation of Conan.

www.darkhorse.com

Spider-Man/Human Torch #5

Marvel

$2.99, color, 32 pgs., available now

Writer: Dan Slott

Artists: Ty Templeton, Drew Geraci, Greg Adams

reviewed by **Jack Abramowitz** ★★★½

They've finally done it! For years, readers have asked, "Why doesn't he just *do* it, already?" Stories set in the future show it as a done deal. We got to see it once, in an issue of *What If?*, but when was it going to happen *for real*? It's finally happened in, of all places, a mini-series. (What is "it"? Uh-uh. Not telling here.)

Let's backtrack. *Spider-Man/Human Torch* has been an inoffensive little diversion. Cute vignettes based on and set between Peter Parker and Johnny Storm's historic interactions. But that's all. Its biggest impact on continuity was revealing why Paste-Pot Pete became The Trapster. Until now.

With this issue, something of real import in the Marvel universe occurs. Things really won't be the same again, in a positive way. The story's conclusion is comics' feel-good moment of the year in a year that needs one.

Maybe the unrevealed "it" isn't as big a deal as I'm making it out to be but it's long overdue. Check it out and see if you agree.

www.marvel.com

Emily the Strange #1

Dark Horse

$7.95, b/w and red, 52 pgs., available now
Writers: Rob Reger, Brian Brooks, Jessica Gruner
Artists: Buzz Parker, Brian Books
reviewed by **S.A. Bennett** ★★★

Even if you haven't been formerly introduced to Emily the Strange, you'll probably know the little Goth girl on sight. She's basically the anti-Hello Kitty, created to be not so much a "character"; rather, she's an image and attitude to be sold as pins, buttons, and (I swear) shower curtains to affected teens and even pre-teens.

Until now. Most of the pieces in *The Boring Issue* aren't stories, at least as English majors understand them. The closest is "Scarytale Theater: Happily Never After," in which Cinderella is reimagined through Emily's Dark Zen outlook. Mostly, there are episodes in which she's, in turn, bored, looking for creative outlets for her weirdness, and, occasionally, freaking out the straights. And there are two pages of stickers and an "interview" Emily conducts with the punk band The Damned.

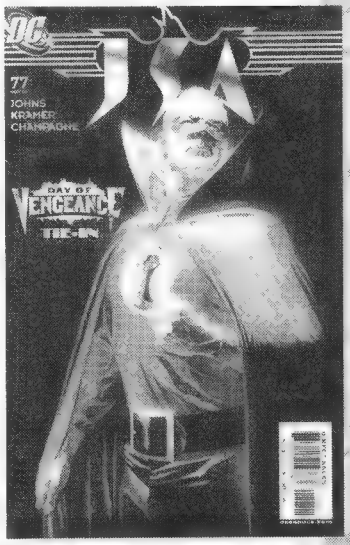
While the art may look a bit rough by conventional comic-book standards, the intentionally primitive style and stark black coloring create a properly gloomy mood. And, while $7.95 might seem a bit pricey, her fans aren't likely to complain about what they get for their money.

www.darkhorse.com
ISBN: 1-59307-323-2

JSA #77

DC

$2.50, color, 32 pgs., available now
Writer: Geoff Johns
Artists: Jim Fern, Mick Gray
reviewed by **Tim Lasiuta** ★★½



The *Day of Vengeance* tie-ins move along, with Atom Smasher, Captain Marvel, Power Girl, Hawkman and Hawkgirl, Doctor Fate, and Jay Garrick away on missions. Airwave has gone awry, as his electromagnetic powers short-circuit his system. Green Lantern Hal Jordan is called in to help his cousin, when a burst of EM radiation fires him off at the speed of light throughout the city and into space.

A surprised trio finds New Cronus and Donna Troy at the end of their journey. Why has she been called to the center of the universe to stop its end? Can Airwave help? Where has The Spectre sent Dr. Fate?

With the *Day* story arc moving to a conclusion, this chapter is a welcome addition. In more than a "Where are they now?" story, Hal Jordan learns the meaning of family and responsibility, and the heroes see one more piece of the puzzle.

The art is excellent; the deep-space scenes are well-handled and make this a very enjoyable story. The Alex Ross cover doesn't hurt, either.

www.dccomics.com

Mickey Mouse Meets Blotman

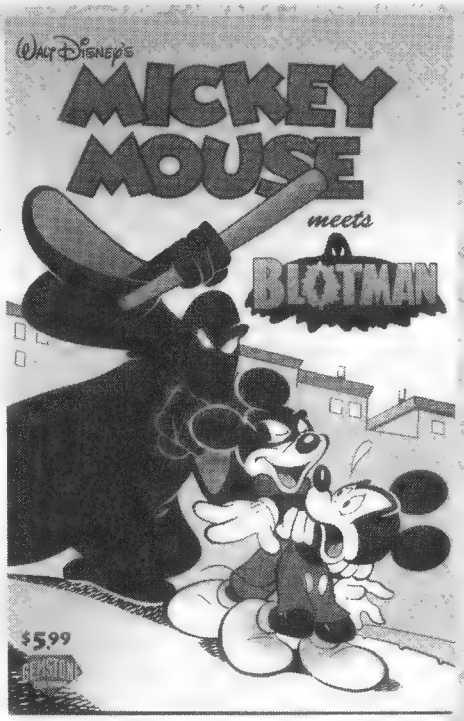
Gemstone

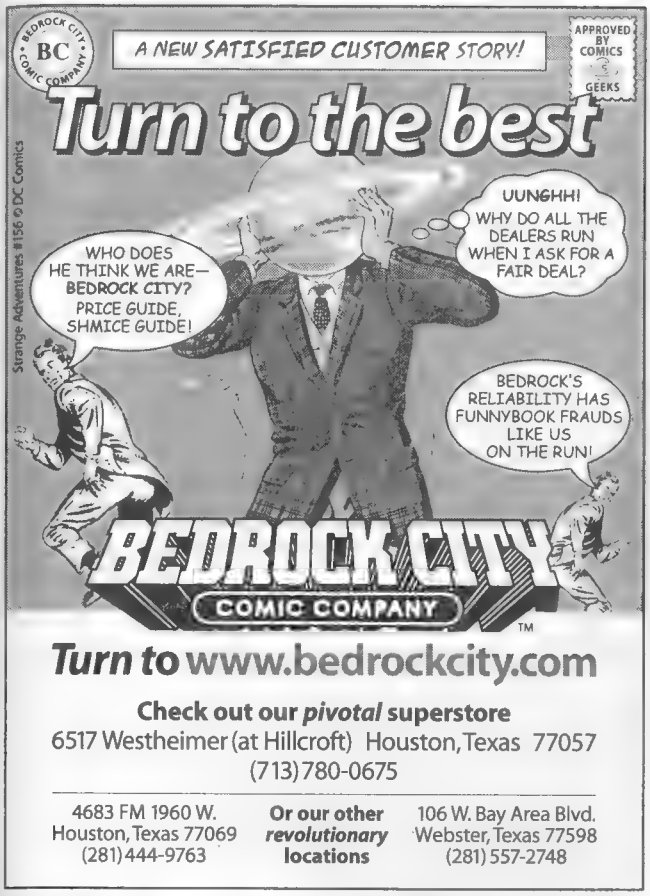
$5.99, color, 48 pgs., available now
Writers: Pat and Carol McGreal; Artists: Joaquin Sanchez
reviewed by **Maggie Thompson** ★★★

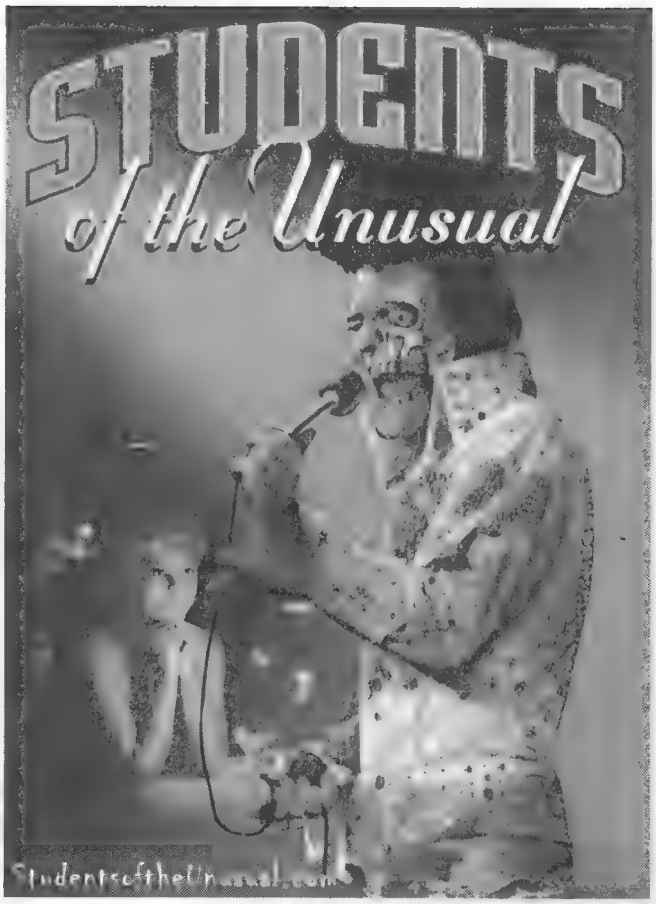
The Phantom Blot first appeared in "Mickey Mouse Outwits the Phantom Blot" in 1939 in Floyd Gottfredson's *Mickey Mouse* newspaper strip and then was reprinted, first in the first Mickey comic-book outing (*Dell Four-Color* #16, 1941) and then as a back-up serial in *Walt Disney's Comics & Stories*. Those were the days in which Mickey was a tough little guy who held his own in action-adventure stories, and the cloaked villain he outwitted was compelling enough to remain a treasured memory to (at least) hundreds of thousands of readers, appeared as a guest villain on several TV animated Disney stories, and has even popped up in a "Bend-Ems" toy blister-pack.

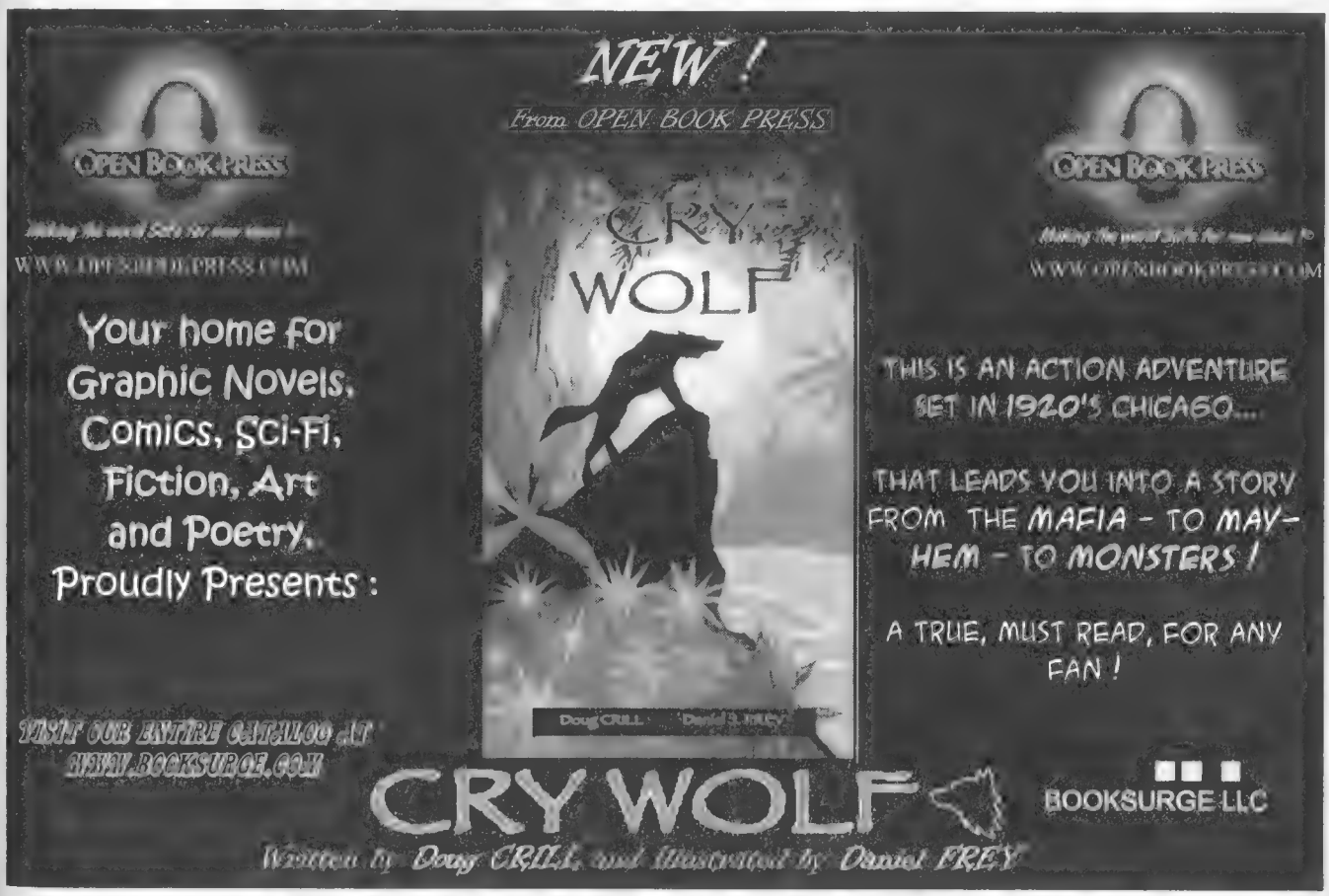
Now, the gutsy Mickey is back in a 40-page Done in One story in which Mickey follows The Blot to an alternate universe in which Mickey's parallel self is a slob, Goofy's rich, and the alternate-universe Blot (Blotman) *fights* crime. Mickey joins Blotman as his sidekick, and delights ensue. It's bound to be fun for grown-ups (who'll get the Batman parallels) and kids alike. As a bonus, there's a *seven-page* Super Goof back-up reprint of a story dialogued by David Gerstein and drawn by Jack Bradbury.

www.gemstonepub.com




BEDROCK CITY COMIC COMPANY
A NEW SATISFIED CUSTOMER STORY!
APPROVED BY COMICS GEEKS
Turn to the best
WHO DOES HE THINK WE ARE— BEDROCK CITY? PRICE GUIDE, SHMICE GUIDE!
UUNGHH! WHY DO ALL THE DEALERS RUN WHEN I ASK FOR A FAIR DEAL?
BEDROCK'S RELIABILITY HAS FUNNYBOOK FRAUDS LIKE US ON THE RUN!
Strange Adventures #156 © DC Comics
BEDROCK CITY
COMIC COMPANY
Turn to www.bedrockcity.com
Check out our pivotal superstore
6517 Westheimer (at Hillcroft) Houston, Texas 77057
(713) 780-0675
4683 FM 1960 W. Houston, Texas 77069 (281) 444-9763
Or our other revolutionary locations
106 W. Bay Area Blvd. Webster, Texas 77598 (281) 557-2748

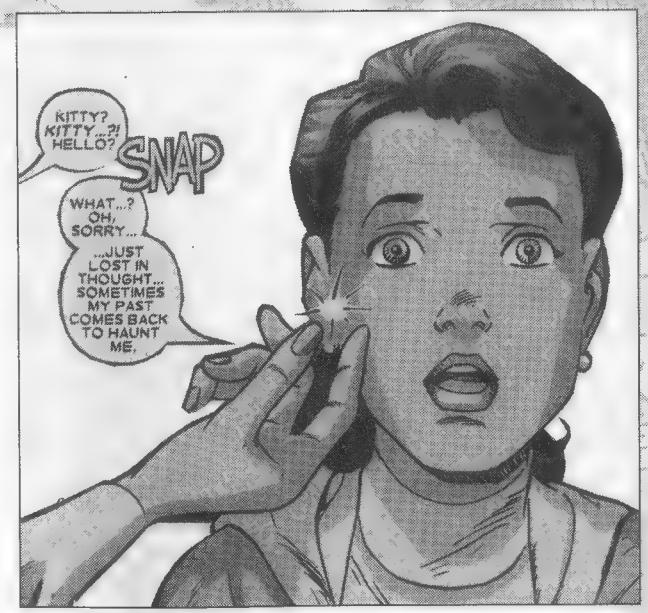

STUDENTS of the Unusual


NEW!
From OPEN BOOK PRESS
OPEN BOOK PRESS
Your home for Graphic Novels, Comics, Sci-Fi, Fiction, Art and Poetry. Proudly Presents :
CRY WOLF
Doug CRILL
Daniel FREY
THIS IS AN ACTION ADVENTURE SET IN 1920's CHICAGO...
THAT LEADS YOU INTO A STORY FROM THE MAFIA - TO MAYHEM - TO MONSTERS!
A TRUE, MUST READ, FOR ANY FAN!
VISIT OUR ENTIRE CATALOG AT WWW.BOOKSURGE.COM
CRY WOLF
Written by Doug CRILL, and Illustrated by Daniel FREY
BOOKSURGE LLC

X-Men: Kitty Pryde: Shadow & Flame

Marvel

$2.99, color, 32 pgs., available now
Writers and artists: Akira Yoshida, Paul Smith
reviewed by **Michael Tierney** ★★★



A splinter group of The Hand is watching, when Kitty goes looking for an old flame. Actually, it's an old love interest of Lockheed, her pet dragon. When confronted by street thugs, Kitty displays the skills she learned in the '80s *Kitty Pryde & Wolverine* mini-series. With her mutant phasing ability perfectly matched with the combat skills of a ninja, Kitty is a character with lots of room for exploration. After the '80s mini-series, I figured that Kitty, despite being named after a brand of cat litter, was destined to become one of Marvel's marquee characters.

Now, 20 years later, Kitty's growth finally continues. The storytelling is fine, but there are kinks with the manga-ized art. While the background burlap weave works fine on the cover illustration, the use of other, varied Zip-a-Tones throughout the interior doesn't always work as effectively as it would have in black-and-white. With computer coloring, the patterns go from providing gray tones to looking pixellated.

Still, both the series and the character have a lot of potential.

www.marvel.com

Grounded #1

Image

$2.95, color, 32 pgs., available now
Writer: Mark Sable
Artist: Paul Azaceta
reviewed by **Jack Abramowitz** ★★½

I WASN'T TRYING TO KILL MYSELF, OR ANYONE ELSE FOR THAT MATTER. WAIT, ASIDE FROM THE FACT THAT YOU'RE STILL GORGEOUS, WHY AM I STILL TALKING TO YOU? I MAY NOT HAVE SUPER-HEARING, BUT I COULD STILL PICK OUT YOUR LAUGHTER FROM THE CROWD BACK THERE.
TRUE, BUT I ALSO LAUGHED WHEN YOU MADE FUN OF THE TWINS, ONE OF WHOM WAS - UP UNTIL A MOMENT AGO - MY BOYFRIEND.

There have been numerous comics about second-generation heroes. Sometimes, they are groomed for the task. Other times, they stumble into it. On still other occasions, they take the role over their parents' objections. There are few permutations of this theme that have not been done before, so credit must be given for finding anything new to write about on this topic.

Young Jonathan wants to be a hero. Scratch that: He's *obsessed* with becoming a hero. And he goes to outrageous lengths, from irradiating household pets to taking Mom and Dad to the movies. But, when he takes a header off the roof, he goes from being the neighborhood kook to a dangerous influence on his peers. And that's only the first shoe hitting the floor.

In many ways, this first issue is all prologue, since the last few pages promise to take high school-age Jonathan in a different direction.

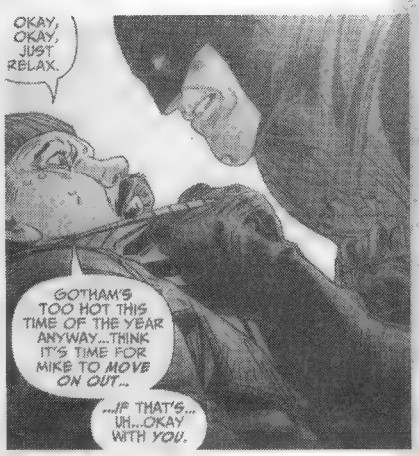
Fans of Michelangelo's *Pietà* will find a bonus in this issue, since an homage to that famous sculpture is a motif that occurs throughout the comic.

www.imagecomics.com

Batman: Journey into Knight #1

DC

$2.50, color, 32 pgs., available now
Writer: Andrew Helfer
Artist: Tan Eng Huat
reviewed by **Brett Weiss** ★★½


OKAY, OKAY, JUST RELAX.
GOTHAM'S TOO HOT THIS TIME OF THE YEAR ANYWAY...THINK IT'S TIME FOR MIKE TO *MOVE ON OUT...*
...IF THAT'S... UH...OKAY WITH *YOU.*

The setting for *Batman: Journey into Knight* #1 (of 12) is modern, but it's obvious that Bruce Wayne is new at the whole Dark Knight business, given the way he makes stupid mistakes and questions the wisdom of his unorthodox crime-fighting career. He's menacing, as Batman should be, but his costume is ill-fitting, and he seems to be winging it (so to speak) at times, such as when he's unsure what to do with a lady who has a bag full of illegal pills. Overall, it's a fairly interesting characterization of one of DC's most important icons.

The basic plot device — a new, dangerous, yet highly popular street drug — is one that has been used countless times before and it's underscored by yet another commonly seen predicament: a mysterious, highly infectious disease that quickly renders its victims horribly disfigured (not to mention dead). Less conventional are the unsettling, character-enlightening dreams Bruce has about his parents.

With its sketchy figures and ordinary action sequences, the art by Tan Eng Huat (*Doom Patrol*) is a disappointment.

www.dccomics.com

Birds of Prey #85

DC

$2.50, color, 32 pgs., available now
Writer: Gail Simone
Artists: Joe Bennett, Eddy Barrows, Jack Jadson
reviewed by **Karen O'Brien** ★★★½

While virtually all comic-book series will eventually contain doses of action, drama, suspense, love, compassion, intelligence, and heart throughout their various issues, rarely will you find one issue that captures it all. And rarely will you find one issue that also contains story developments powerful enough to send ripples through the entire DC universe. This issue is such a rarity.

Gail Simone has artfully stitched together a team of heroes worthy of the Batman family — all fight the personal demons driving them while fighting each other as they also fight crime. This issue is the beautifully executed culmination of several different story arcs and one that dates all the way back to 1988's *Batman: The Killing Joke*.

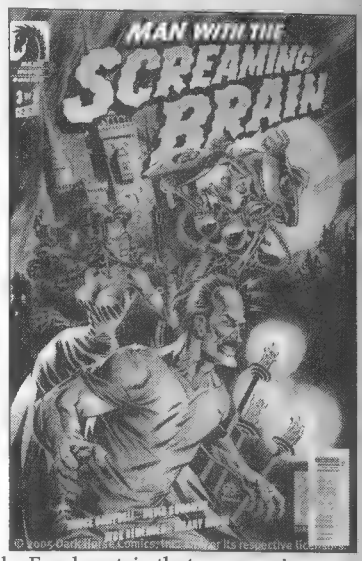
While Black Canary and an all-star team of hand-to-hand fighters exchange fisticuffs with The Twelve Brothers, a dying Barbara Gordon is having dangerous surgery to remove the remnants of Brainiac's program from her body. The issue showcases each character's individual courage in the face of overwhelming odds with a fresh respect for their core interdependence as a family.

www.dcccomics.com

Man with the Screaming Brain #3

Dark Horse

$2.99, color, 32 pgs., available now
Writers: Bruce Campbell, David Goodman
Artists: Rick Remender, Hilary Barta
reviewed by **Oliver Chin** ★★



Behind the crumbling Iron Curtain, the Yankee entrepreneur William Cole wants to consummate a shady business scheme. But, when he and his bored girlfriend Jackie end up in Gypsy Town, they get more than a raw deal. In short order, a vengeful Ivana murders the tourists and their Russian cab driver Yegor (her former lover) and frees their bodies for the experimentation of a loony scientist.

In this Soviet-style *The Man with Two Brains*, the Frankenstein that emerges is a Cole and Yegor married in one mind, and Jackie gets housed in a robot's chassis, to boot. Now, everyone wants revenge on their gypsy killer, but Ivana has a way with guns, knives, and lead pipes.

Adapted from the script of the movie directed, co-written, and acted in by Bruce Campbell, this unabashed B-movie horror flick stitches together familiar SF elements. But, like the "reanimated" alter-ego of Campbell, it bleeds at the seams, despite Remender's illustrative attempts at breathing life into a warmed-over conceptual corpse.

www.darkhorse.com

The Stardust Kid #1

Image

$3.50, color, 32 pgs., available now
Writer: J.M. DeMatteis; Artist: Mike Ploog
reviewed by **Timothy J. Wood** ★★★

J.M. DeMatteis and Mike Ploog are back with another take on the general themes of their previous effort, *Abadazad*, which fell victim to the CrossGen implosion. While mining similar territory, *The Stardust Kid* departs sufficiently to hold up on its own rather than coming across as a simple retread.

This time, the protagonist is a boy, 12-year-old Cody DiMaro, who has developed a deep friendship with another boy, Paul Brightfield. Cody's the only one who knows that Paul really isn't human, but the last of the Old Ones, and an ancient elemental being who lives in a magical grove beneath a nearby park. But both Cody and Paul are about to undergo significant changes. For Cody, it's adolescence. For Paul, it's something far more sinister, which also threatens to upend Cody's world.

Much of the backstory here is derivative: the idea of Paul as the last of a race that existed from a magical time before "the world changed," his ability to shape-shift, the arrival of his other evil half. Yet Paul has something intriguing boiling just beneath the surface, and Cody, too, is a character with depth. And, as always, Ploog's art is a joy to behold — in the final analysis, probably the best thing about *The Stardust Kid*.

www.imagecomics.com

Sometimes our reviewers just don't agree!

OBLIGATORY FIGHT SCENE!

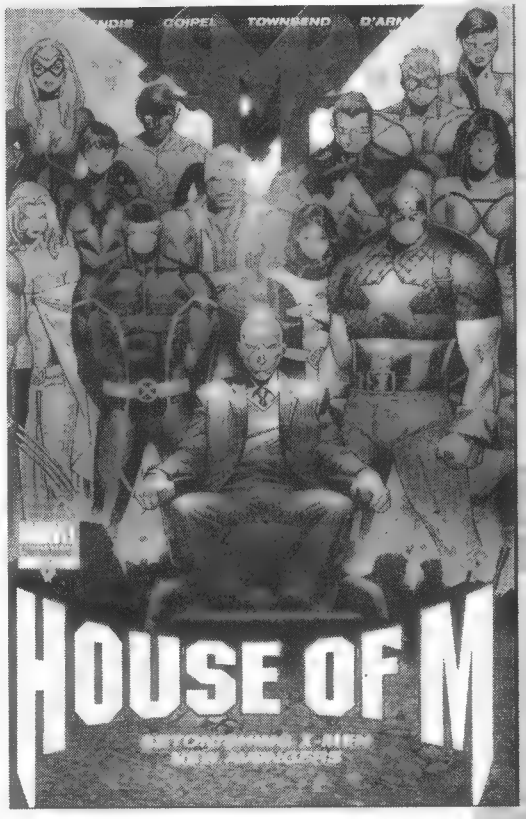
House of M #1-5

Marvel

$2.99@, color, 32 pgs.@, available now

Writer: Brian Michael Bendis; Artists: Olivier Copiel, Tim Townsend

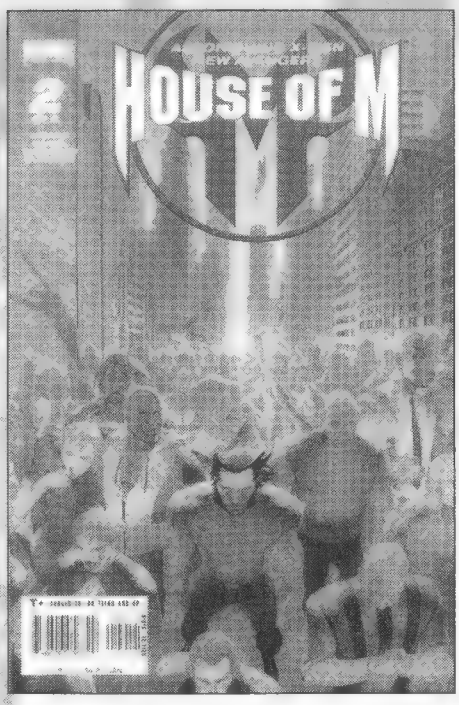
discussed by **Jim Johnson and John Petty**



Jim Johnson: You can say what you want about Brian Michael Bendis, but you can't argue with his success. His marathon run on *Ultimate Spider-Man* continues strong, last summer's "Avengers Disassembled" started fans talking about Earth's Mightiest Heroes for the first time in years, and the follow-up title *New Avengers* is one of Marvel's top sellers. His stuff sells, not only because he tells stories that people want to read, but also because he's great at telling them. He's a master of story pacing, dialogue, and, well, just executing cool ideas. *House of M* is no different, and the cool idea this time (for those who don't know) is that The Scarlet Witch's reality-altering powers go kablooey again, and all of a sudden we wake up to a radically different world: a world now ruled by Magneto. It's been a fascinating story that's been more compelling with every issue. But, somehow, I get the nagging feeling that Bendis has once again failed to win you over, Your Contentiousness. Your thoughts?

John Petty: Oh boy, another big event that will *change the Marvel universe forever!* Who is it *this* time? Onslaught? Apocalypse? Oh, yeah, it's the totally out-of-character Scarlet Witch, who suddenly, for want of a real plot, turned on her long-time teammates and *changed the Marvel universe forever!* It seems that, every few years, when Marvel is drinking deep from the well of creative bankruptcy, it trots out this tired old plot device again, with whatever creators happen to be "hot" at the moment. Remember the abomination that was "Heroes Reborn"? Brian Michael Bendis obviously does, since he's simply rewriting that tired old chestnut. Oh, no, wait, I forgot. He's *changing the Marvel universe forever!* Please. The biggest problem is that this most recent retread isn't remotely interesting. Couple a worn-out storyline with Bendis' propensity for entire issues of nothing but talking heads spouting self-important dialogue and what do you get? You get *House of M*. And you fell for it hook, line and sinker, didn't you, O Guardian of Gullibility?

Johnson: Watch it, willya? I have to breathe through all of that hot air, you know. If you had bothered to pay attention to the actual *story*, instead of all the hype surrounding it, you would have noticed such aspects as: How Bendis has created a softer, mutant-dominated world that's not the usual dystopic, post-apocalyptic, science-fiction nightmare that other writers have created. How he's cleverly explored the idea of Magnus as a world leader — and a far more benevolent one than most would have expected. And how he's finally taken The Scarlet Witch, who was never really enough of a character to be considered out of character, as you say, and finally explored her vastly underused powers. He's created a world that's rich enough in potential to support the spin-off mini-series that surround it, and it's a world that's plenty disturbing because it's much closer to our own than, say, the whacked-out world of "Age of Apocalypse." Bendis may or may not be changing the Marvel universe forever, but he's telling a story that's definitely



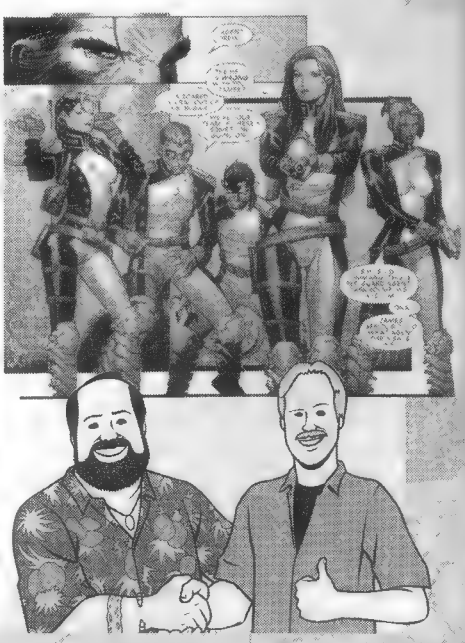
worthy of its hype. Now, bow before Lord Magnus, Your Cantankerousness.

Petty: Cantankerousness has nothing to do with it, O Mujaddin of Mediocrity. *House of M* is not worthy of its hype; it's nothing *but* hype. The story, such as it is, has been done to death many times before. (Marvel used to publish a book called *What If?*, remember?) Bendis has just shuffled a few characters around in this latest ho-hum version. He's changed the curtains and painted over the wallpaper, but the house itself is the same. He's hardly the "master storyteller" that you so effusively praise above. And I'm glad you brought up the "supporting mini-series." In a word: *boring!* These useless examples of corporate greed are, at best, wretched and, at worst, unreadable. The *Spider-Man* mini, with Peter as an arrogant billionaire, was done years ago in the pages of the aforementioned *What If?* (#19 "What If Spider-Man Had Never Become a Crimefighter" with gorgeous art by Pat Broderick), as was the awful *Fantastic Four* tie-in (#6 "What If The Fantastic Four Had Different Super Powers"). And those stories were complete in one issue! The *Iron Man* mini as well as the *Hulk* tie-in issues are not worthy of lining a bird cage, with story and art so brain-stabbingly awful it hurts my eyes to look at them. I guess we should be referring to this as "The Marvel Age of Recycled Comics." And you really enjoy wasting your money on this sad trash? Hey, I've got this bridge you might be interested in, as well. I promise it's going to *change the Brooklyn universe forever!*

Johnson: So Marvel's never allowed to explore an idea more than once? There are countless ways to develop the kinds of themes you mention. Just because Marvel did a *What If?* story in the '70s about a different Fantastic Four, for example, doesn't mean the idea can't be used again, if it's handled with a fresh approach. And Bendis and the other writers have *done* that. We've talked about this kind of thing before: The Marvel universe has been around for more than 40 years. How many times can The Fantastic Four fight Doctor Doom? *Plenty*, because the challenge for any modern writer is to come up with a new take on an idea that undoubtedly has been touched on before. This is the kind of thing that writers like Bendis and Jeph Loeb have done so well. The past doesn't have to prevent you from enjoying today's stories, Your Retentiveness.

Petty: You've just made my argument for me, O Emir of the Easily Pleased. Certainly, there's nothing wrong with new explorations of old themes, but, if one drinks from the same well too many times, one soon finds that the well has run dry. Marvel seems to count on the fact that its audience turns over every three to four years. Its staffers seem to think that the gullible masses reading *House of M-pty* weren't the same people reading "Heroes Reborn" and "Age of Apocalypse." For all my criticism of Bendis, I do think he's a talented writer. That's why it's so frustrating to see him coasting and simply rewriting what has become "The Big Marvel Event: Featuring The X-Men." Yawn. And, of course, a little kid is going to save them. In "Heroes Reborn," it was Franklin Richards. In *House of M*, it's Layla. Didn't the abysmal first season of *Star Trek: The Next Generation* ("In this episode: Wesley Crusher saves the *Enterprise* single-handedly!") teach anyone anything?

www.marvel.com



Two vets, two rookies

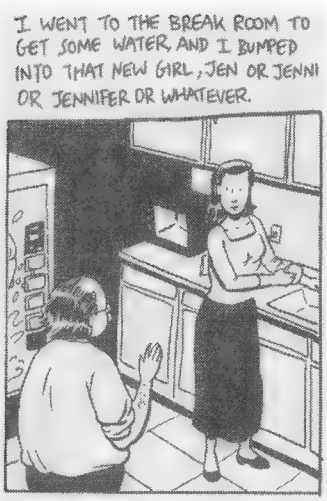
LOST IN TRANSITION

by **HEIDI MACDONALD**

This time, I decided to keep just the good stuff. The very good stuff. Being the packrat that I am means that this is a difficult process.

As regular readers of the column know, I live in New York. That means I live in a small apartment. That means I have to periodically winnow the shelves to make room for new books. I won't lie: I get a lot of books in the mail. Some weeks, I get packages every day. On a recent weekend, I went through a small bookcase that I use for "transition books." I store things as they come in and then sort through it once every month or so.

This time, I decided to keep just the good stuff. The very good stuff. Being the packrat that I am means that this is a difficult process. Keeping complete runs of books around in case I need to do some last-minute research sounds all too feasible but, given the amount of stuff I own, it really isn't. There are lots of comics shops in my neighborhood, and, if I really need something for research, I can probably get my hands on it in a hurry.



So I sat down and made two piles: the very good stuff and the stuff that just wasn't necessary. What was I going to do with the surplus? Some I would give away, some I would sell down at the Strand.

Of course, you can see where this is going. The very good pile was huge and the unnecessary pile was tiny. I looked at the shelves where the "very good" stuff was going to be placed. How could anything get cut? *Iron Wok Jan*, *Astro Boy*, *100 Bullets*, the collected works of Jason — how could I part with even one page? I came across both the new, small versions and old, comic-book-size versions of *Sin City*. Surely, I could get rid of the old versions — but could I really? The old ones are out of print and will probably become expensive collector's items. (To be honest, I like the covers better.) I found a copy of *Valerian* that Byron Preiss gave me not too long before he died. I couldn't get rid of that — no way. Looking at the original run of *Bone* collections, I thought, well, I have the one-volume version, and Scholastic is doing the color reprints, so I don't need these. But I've been reading *Bone* for so long, and the original collections have a lot of sentimental value to me. Sentimental value will be the death of me, and that's a fact. The beautiful vision of the spines of the complete run lined up in numerical order on my shelves also danced in my head.

In the end, I just felt kind of overwhelmed and decided to sit down and write this column, instead. I've heard the legend of Harlan Ellison's sliding bookshelves that are on rollers, as in a reference library: He had them specially constructed because he owns so many books. Maybe someday I'll live in a house again and I can build bookshelves. In the meantime, it just gets more and more hopeless. There's too much good stuff. Like the books I'm talking about this month. There's no way I could part with any of them. Two are by veteran creators who have established reputations. Two are by newcomers putting out their debut graphic novels. The first two I would call triumphs; the second pair, astonishingly assured works. So here goes.

Tricked by Alex Robinson (Top Shelf, $19.95) Four years ago, Robinson's *Box Office Poison* came out, collecting the serialized story of a bunch of regular folks going through love and hate and life. *Tricked* has one character who appeared in *Poison*, and the story is cut from the same kind of cloth, but Robinson's decision to put it out as a book and not serialized has paid off, I think, in a tighter, better constructed story. *Tricked* is a real novel and it's a dense one. It took me a week to finish it, and I loved every moment of it.

The story follows six characters. Ray is a rock star, once a member of the Tricks, a hugely popular band. He left for a solo career and is now a recluse, worried about how to put out another album in the face of worldwide fame. Nick is a regular guy with the kind of low-key marriage and money worries that everyone faces. It turns out he is a con man in a spectacular way. Phoebe is a sheltered girl who is leaving home to go on a mission that her family doesn't even know about. Steve is a schlubby office worker who

happens to be a music fanatic — and a big Tricks fan. He's also mentally ill. Caprice is a waitress who just went through a bad breakup and is looking for Mr. Right again. Lily is an intern at a music label who doesn't really know what she's looking for.

Robinson begins the book by introducing these characters and starts with chapter 50. By the time he counts down to chapter 1, 350 pages later, all their paths will have crossed and lives will have changed.

Tricked is thoroughly engrossing. The characters are mostly regular people, folks we meet every day — we might even be one of them. Even Ray's fame and fortune is portrayed as something that causes as many problems as it solves: Yes, I know it's hard to feel sorry for a millionaire rock star, but living up to your own legend is a scary thing, and Robinson makes it seem so real that you empathize with Ray.

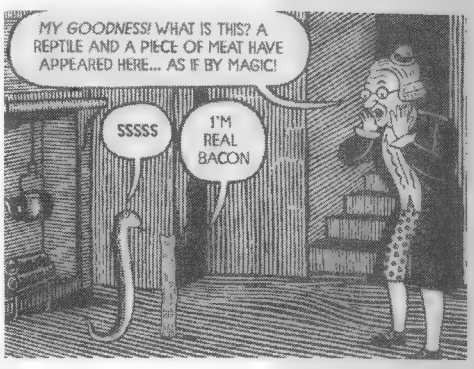
The chapters are told in alternating points of view, and some of the characters do get a little more in-depth treatment than others — Phoebe's inner life never really comes alive, but that may be because the other characters are so well drawn.

Steve, in particular, is unforgettable — Robinson gets inside the head of that unbalanced, annoying guy whom we all have to put up with at the office, and it's a very, very scary place to be. As the story begins, Steve has just gone off his meds, and his descent into madness is portrayed with dialogue, increasingly uneven page layouts, and even the lettering.

If I saw the end coming a little sooner than I wanted to, it didn't make the book any less enjoyable. The black-and-white art is sure and clear: cartoony enough to be expressive but real enough to give the story place and weight. Robinson knows his characters and makes us care about them, even when they do stupid things. About halfway through the book, for instance, Caprice gets annoyed at the really nice guy that she's seeing and goes on a lunch date with Nick, who has told her all kinds of lies about who he is. Even though we know she's falling for a line of malarkey, we can still understand why she's doing it: She doesn't want to make a mistake; she wants to keep her options open. It's a solid rationale for doing stupid things, just the way life is.

I've read a lot of excellent graphic novels this year, but I haven't read a better one than *Tricked*. It isn't groundbreaking or senses-shattering or cataclysmic. It's just a wonderful piece of work about life and the mistakes we make and the demons that drive us.

Tales Designed to Thrizzle by Michael Kupperman



(Fantagraphics, $4.50) This slim, 32-page comic is worth its weight in fried comedy gold. Kupperman, a frequent contributor to *The New Yorker* and *Nickelodeon* magazine, excels at drollery, japery, and absurdism. The book is split into an adult section, a kids' section, and an old people's section, and, if *Monty Python* or *Saturday Night Live* were a comic book, this would be it. We see the adventures of a snake and a piece of bacon. We learn about the lost buried treasure of Shakespeare and the sordid history of sex blimps and sex holes. Picasso's life is narrated by a hamburger. Humor is a subjective thing, so, if you don't like it, there's no way I can make you. As I read *Thrizzle*, however, I chuckled to myself for minutes at a time. I hope you will. too.

Humor is a subjective thing, so, if you don't like it, there's no way I can make you. As I read *Thrizzle*, however, I chuckled to myself for minutes at a time.

I may have mentioned here previously that the level of new cartoonists making their debuts these days is phenomenally high. Looking back on the earliest efforts of even folks like Dan Clowes (*Lloyd Llewyllen*) and Chris Ware (*Floyd Farland*) you see two great talents struggling with their ambivalence to the genre. Now, new cartoonists don't have that struggle. They get right to the heart of the matter. It seems that people are breaking in at higher levels than ever before. The next two books are proof of that.

Night Fisher by R. Kikuo Johnson

(Fantagraphics, $12.95) focuses on island life. Even more than in a small town, islands develop their own insular culture, and growing up on an island has its own set of rules and restrictions. Johnson's debut is a coming-of-age novel set on the island of Maui. Loren Foster is the over-achieving son of a dentist. In his household a B is something to be ashamed of. His friend Shane is more of a slacker, driving around in a pick-up truck doing the dumb things that high-school kids do. Loren is at that point in a young person's life in which living up to one's potential seems like the scariest thing in the world.

This is more of a tone poem about growing up than anything else. Loren starts hanging out with the wrong crowd, smoking crys-

tal meth, and getting into trouble. What makes it stand out is Johnson's incredible art — fluid black-and-white brushwork that captures confused youth and a world both insanely beautiful and beautifully constructed. The real star of the book is Hawaii itself, but not the sun-bleached tourist's paradise we usually think of. This is the inside view (Johnson grew up on Maui.) Reading *Night Fisher*, you can feel the lush tropical nights, the aimless midnight drives, the hot, deserted vistas. When I first read this, I thought the plot was a bit unformed but, on reflection, I realized that it was as unformed as Loren's ideas about the future and what it means to grow up. Johnson makes the reader feel Loren's world with an uncanny verisimilitude.

I've never been to Hawaii but, after reading this book, I will think about it in a different way. My only question is what he can do for an encore. *Night Fisher* seems to be such a complete distillation of a time and place, I can only hope Johnson has more up his sleeve.

I think, if I were a kid, I'd be drawn into the amount of detail and incident instead of puzzled by it. Such is the endless curiosity of youth.

Spiral Bound by Aaron Renier (Top Shelf, $14.95) At the opposite end of the spectrum from Johnson's hyperreal autobiographical fiction lies this graphic novel debut, which defines the word "quirky." Printed to look like a book drawn in a school composition book, this fantasy is set in a world somewhere between Richard Scarry and *Saved by the Bell*.

The characters are anthropomorphic animals who live together in a village. The hero is Turnip, a young elephant who has a crush on a cat named Viola. His best friend is a dog named Stucky. There's also a terrible monster that lives in the lake at the edge of town, a secret underground newspaper run by a turtle, an intrepid gal reporter named Ana (a rabbit) who decides to investigate the monster with her friend, a photographer bird named Emily. Oh, and there's Ms. Scrimshaw, the sculpture teacher, who happens to be a whale (wearing glasses) who gets around in a giant round fish bowl that has robo-arms.

Renier's fantasy is charming, multifaceted, and sometimes a little too complicated for its own good. The characters are all utterly adorable, but he sometimes throws too much detail into panels, making the action hard to follow. The story (which has a dozen plot threads) is also a little hard to follow. But, in the end, such details are easily overcome to become sucked into a world of friendship and adventure.

The central story involves Turnip's confusion over being a sculptor. He and Stucky are in Ms. Scrimshaw's class together. Stucky seems to be a natural at engineering and building things and quickly starts constructing a ceramic submarine to go in quest of the monster. Turnip is more hesitant, although he shows a lot of talent — out of anxiety, he keeps destroying whatever he builds. His father is a big scary elephant — every scene he appears in captures a kid's perfect dread of being yelled at by dad. There's also the matter of the town turning against Ms. Scrimshaw for wanting to put on a sculpture exhibit too near the dangerous lake — and her desire to get free of her water buggy and swim in real water. And Ana's determination to solve the mystery of the lake, which hinges on a very important notebook that she keeps losing.

Spiral Bound is a perfect book for kids of all ages. I think, if I were a kid, I'd be drawn into the amount of detail and incident instead of puzzled by it. Such is the endless curiosity of youth. More so than with *Night Fisher*, this has the feel of a young creator who hasn't quite gotten his skills under control yet (kind of like Turnip), but those skills are *so* overwhelming that once again, I can't wait to see where he goes with them.

As different as they are, Johnson and Renier have a lot of thematic elements in common: In both books the heroes are being raised by single fathers who are formidable authority figures. Both heroes are at a stage in their lives when trying to talk to the girl you like is an obstacle more unconquerable than the Nemedian Lion or Galactus. Neither Loren nor Turnip knows where they are going with their lives, and that indecision leads them into mistakes of judgment. Yet, out of these universal elements, two cartoonists have crafted works as different as night and day. That's the glory of art — isn't it, though? — its infinite variety. As different as their sensibilities are, Johnson and Renier prove that the future of comics is bound to be a very interesting place.

Owner of enough convention badges to run her own show, online and print journalist **HEIDI 'ACE' MacDONALD** has written for *CBG* for more than two decades. Her first column appearing in #490 in 1983. Drop her a line at **comixace@aol.com**!

"Hey Kids! Comics!" is © 2005 Heidi MacDonald.

Learn to be a Great Trader...

"Reviews are great to find something new to read. Classifieds are good for trading comics."

Mike G., Virginia

COMICS BUYER'S GUIDE

10,000+ comics on ebay

98 cents each!

$3.95 Unlimited shipping in the USA

WWW.BRETTSCOMICPILE.COM
WWW.BRETTSCOMICPILE.COM
WWW.BRETTSCOMICPILE.COM

NEW FROM CLAYPOOL

CLAYPOOL COMICS

ELVIRA® #151

Elvira's enlisted by evil-thwarter Doc Feral (the "Man of Tan") to stop a shipment of DVDs infected with deadly Fatalium, in **"Death Cargo of Doom!"** by **Strom, Sutton,** and **Heebink.** Also, the conclusion of **"S.C.I. — Supernatural Crime Investigation!"**

YOU'RE A CON MAN! I SHOULD HAVE KNOWN! WHY WOULD A REAL DENTIST HAVE AN OFFICE ON THE EIGHTY-SIXTH FLOOR?
ACTUALLY, I HAD MY HEART SET ON THE EIGHTY-SEVENTH FLOOR, BUT SOME JOKER BEAT ME TO IT--!
AND A CRACKPOT TO BOOT! THAT'S IT--LET ME OUT OF HERE!
Elvira is © and ™ 2005 Queen 'B' Productions

SOULSEARCHERS and COMPANY #74

Young sorceress Kelly Hollister has suffered unexplained transformations into an ugly, evil witch. Now, her search for answers brings her, Janocz, and Gabriel to Fear City's Golden Bough University, in **"Matriculate This"** by **Peter David, Anna-Maria Cool, and Al Milgrom.**

BY ALL THE WHITE WITCHES! THERE... IS A SLIVER OF IT MISSING.
KELLY, HAVE YOU HAD YOUR SOUL WITH YOU AT ALL TIMES LATELY? YOU DIDN'T LOAN IT OUT TO ANY-ONE, DID YOU?
©2005 Claypool Comics/Boffin Books and Second Age, Inc. and Richard Howell

BACK ISSUES *ARE* AVAILABLE!

ELVIRA		SOULSEARCHERS	
❑ #1	$10.00	❑ #1 & 3 EA.	$6.00
❑ #2 – 5 EA	$8.50	❑ #2, 4, 5 EA	$5.00
❑ #6 – 25 EA	$4.00	❑ #6 - 10 EA	$4.00
❑ #26	$7.00	❑ #11 - 15 EA	$3.50
❑ #27 – 31 EA	$3.50	❑ #16 - 25 EA.	$3.00
❑ #32 – 33 EA	$5.00	❑ #26 AND UP EA	$2.50
❑ #34 – 99 EA	$3.00	❑ SOULSEARCHERS TP 1.	$12.95
❑ #100	$10.00	❑ SOULSEARCHERS TP 2	$12.95
❑ #101 AND UP EA	$2.50		
❑ ELVIRA TP #2	$12.95		

BOFFIN BOOKS

AVAILABLE AT ALL *BETTER* COMIC BOOK STORES!

Send your check or money order plus $4.00 shipping & handling to:
COMICS WAREHOUSE, P.O. BOX 1099, FORESTVILLE, CA 95436
or order with a Visa, Mastercard, or American Express, by calling: 1-707-887-1521 or by sending email to claypool@sonic.net

Tour of the INDIES

INDEPENDENT AND SMALL PRESS

REVIEWS

PICK OF THE MONTH INDY

***The Dreamland Chronicles* #1-3**

Alias Comics

$4.50, color, 52 to 64 pgs., available now

Writer and artist: Scott Christian Sava

reviewed by **James Mishler** ★★★★

The Dreamland Chronicles was introduced in summer 2004, but it took a full year before the second issue was released, as the title moved from Astonish Comics to Alias Comics. The long wait was worth it, as Sava and his team have proven themselves adept at continuing an amazing story. The art, which consists completely of 3-D computer-generated imagery, is astounding, able to create an entire world while at the same time provide an amazing array of expressions and emotions for the characters.

In the first three issues, Alexander Carter, a young college student, returns to Dreamland, which he has not visited since he was a child. There, he discovers that his old friends — Kiwi the fairy, Paddington Rumblebottom the rock giant, and Nastajia the elf princess — have also grown, and he is known in legend as a hero from his childhood adventures. With dragons, pirates, magic swords, and mysteries aplenty, *The Dreamland Chronicles* has everything one would want in a fantasy story and is the best all-ages fantasy comic book on the market.

www.aliascomics.com

Nightmare on Elm Street Special #1

Avatar

$3.99, color, 32 pgs., available now
Writer: Brian Pulido; Artist: Juan Jose Ryp
reviewed by **Brett Weiss** ★★½

The authorities in the town of Springwood want to keep the resurgence of Freddy Krueger quiet. After all, the scissor-handed psycho only attacks kids who are afraid of him, so the less people know, the better. Unfortunately, this is one of those secrets that are too big to keep, so Freddy continues his legacy of slicing and dicing teen-agers in their sleep.

Written by *Lady Death* creator Brian Pulido, Avatar's trilogy of terror is a hit (*Texas Chainsaw Massacre*) and miss (*Friday the 13th*) proposition, with *Nightmare on Elm Street* seated somewhere on the upside of middle. Channeling the spirit of such masters of detail as Geof Darrow and Scott Kolins, the art is fantastic. Freddy looks the spitting image of his silver-screen counterpart, and the cars, coats, cups, and accompanying accouterments give the pages the realism needed to heighten the effectiveness of the horror.

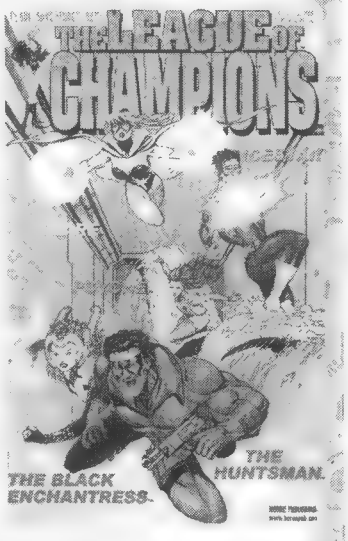
The storyline is mostly paint-by-numbers *Nightmare* (kid dreams, Freddy attacks, repeat) and is short on the type of complex mystery elements that would make a good comic book great.

www.avatarpress.com

Flare Adventures #14

Heroic

$2.99, color, 32 pgs., available now
Writer: Lou Mougin
Artists: Henry Martinez, Rob Lansley, J. Adam Walters
reviewed by **Tim Lasiuta** ★★



The League of Champions returns in "Mole in the Mountain." Before the "Mole" appeared on TV, The Black Enchantress, Flare, Icestar, Psyche, and The Huntsman took on the biggest mole of them all, George Herbert Walker Bush!

Yep, George Bush is a mole in this two-parter. He's not sabotaging the group; he's a pawn in the hands of Azsum-Gandi, supreme power behind the Lords of Demon! The goal of this Bush (as opposed to our world's Bush) is to replace every world leader with genetically altered twins controlled by Morbane minds! Trouble is The Champions find out and tackle Mount Weather and the entire U.S. hierarchy to expose him. They travel to the Swiss Alps and defeat Azsum-Gandi and his psychic attack with the help of Doctor Crusoe. But will an offer of government status tempt the team?

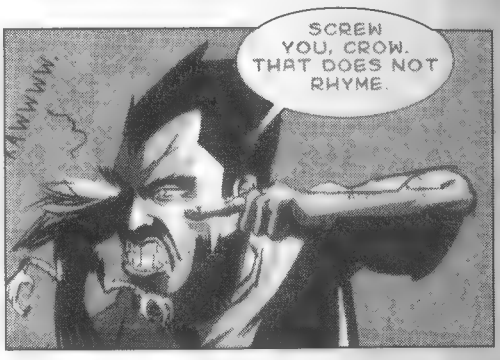
"Mole" is a spectacular story for the title and a reintroduction of The Champions. If there is a distraction, it is the uneven art. That is minor, however — and, given the current output of the Heroic Comic line, readers will see more Champions in the future.

www.heroicpub.com

Crowpsey/Rufus and Cleveland #1

Terminal Press

$6.95, color, 48 pgs., available now
Writers: Brian Ferrara, Ken Knudtsen
Artists: Ken Knudtsen, Narek Gevorgian
reviewed by **Ray Sidman** ★★½



Note the First: *Crowpsey* #1 occupies the dominant side of this double-sided comic, with *Rufus and Cleveland* #1 taking up only 19 of the 48 pages.

Note the Second: The 2.5-star rating, while accurate, is also for those of a certain sense of humor. (Just so happens that I, for the most part, have a bit of the twisted sensibilities this comic appeals to.)

Crowpsey is an ice-cream man with issues who has little tolerance for his fellow man (or their children) and doesn't seem to mind the slight physical flaw he has: a living crow imbedded in his right eye socket. That does make for some laughable moments.

On the flip side (of this comic, that is), Rufus the rhinoceros and Cleveland the … um, squirrel (?) have a trio of episodes that involve them with babies, beer, and drugs for starters. Cleveland, in particular, has problems, but the words that come out of his mouth are absurdly funny.

In case you hadn't guessed, this comic isn't for everyone; however, if you like your humor a bit violent with a twist of twisted, then give this a try.

www.terminalpress.com

Mutation #1

Speakeasy

$2.99, color, 32 pgs., available now
Writer: George T. Singley
Artist: Ethen Beavers
reviewed by **S.A. Bennett** ★★

In Silver City, the super-hero Mutation first tackles a nameless, big, hairy bruiser, then checks into his civilian identity as a college student. Afterward, he fights a slightly dressed unidentified *femme fatale* (though I'd guess it's some variation of "Spider Vein"), and someone from the shadows threatens him. The End.

Our hero, a shape-changing super-man whose powers allow him to do pretty much anything, spends as much time being mobbed by pretty girls who desperately want him as he does busting heads. It's goofy, glossy fun, looking like an Image comic drawn in the Bruce Timm style. But a few more details would have been nice.

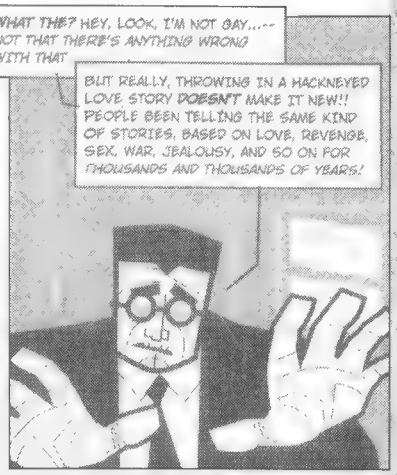
Our hero is called by his real name once, once more than his girlfriend, who's defined exclusively by her lingerie. Readers never do find out what the bruiser's problem with Mutation was — and pretty much have to take it on faith that the Spider Vein lady is robbing a bank. The building is so generic, she could just as easily be having a fit in an office.

www.speakeasycomics.com

Rex Libris #1

Slave Labor Graphics

$2.95, b/w, 32 pgs., available now
Writer and artist: James Turner
reviewed by **Brett Weiss** ★★½


WHAT THE? HEY, LOOK, I'M NOT GAY...-- NOT THAT THERE'S ANYTHING WRONG WITH THAT
BUT REALLY, THROWING IN A HACKNEYED LOVE STORY DOESN'T MAKE IT NEW!! PEOPLE BEEN TELLING THE SAME KIND OF STORIES, BASED ON LOVE, REVENGE, SEX, WAR, JEALOUSY, AND SO ON FOR THOUSANDS AND THOUSANDS OF YEARS!

At the risk of stereotyping an entire profession, let's just say that librarians in general don't go around packing heat, spouting gumshoe lingo, vanquishing Samurai demons from the face of the Earth, or traveling to outer space to collect overdue books. Enter Rex Libris, an atypical bibliophile who does these things — and more. Though bespectacled and learned in letters, Libris is just as good with a flamethrower as he is with a filing system.

Humor often evolves around the juxtaposition of highly divergent objects or concepts, and that's the case here, since the pen being mightier than the sword could be taken literally. But this is much more than a simple one-joke pony, since it branches into such varying tangents as a parody of the publishing industry and a god lamenting his exclusion from the highly exclusionary Holy Trinity. In fact, there's often too much to ingest when excessive text bogs down the story.

The abstract, angular, highly stylized art is technically proficient but it is an acquired taste.

www.slavelabor.com

Nothing Better #1-3

Dementian

$2.95, b/w, 32 pgs., available now
Writer and artist: Tyler Page
reviewed by **Maggie Thompson** ★★★½

Jane is setting up her dorm room during her first day at college and suffering from disorientation, missing her family and church, and concerns about her not-yet-appearing roommate, Katherine. (Kate turns out to be an atheist who's attending the Lutheran school because of its art program.) It's a well-done, involving view of college life, bound to fascinate high-schoolers looking ahead and reward retrospective for adults looking back. The first issue isn't scheduled to ship until November, but Eisner-nominated Tyler Page has already produced the first three issues for review and demonstrates care throughout. (Just in passing, Page demonstrates more familiarity with the structure of a bat wing than dozens of Batman artists.) In the third issue, the thrust so far is summed up: "Maybe you can have friends who don't see the world exactly like you?" Those who have found it a challenge to find thoughtful comics that include religious content should support this project. Those who enjoy comics that involve the social dynamics of the real world should, too. Readers may wind up wanting to argue with the characters — which just shows how involving they are.

www.stylishvittles.com

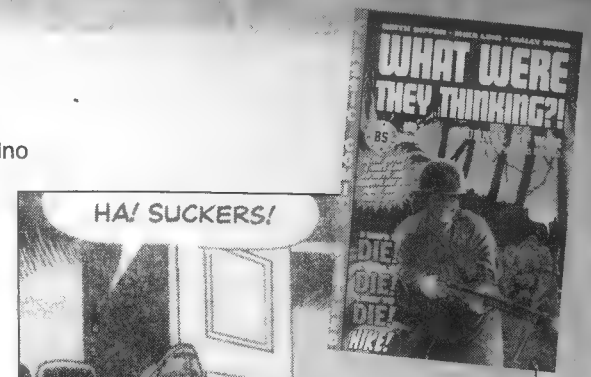
What Were They Thinking?

Boom

$3.99, color, 24 pgs., available now

Rewriters: Keith Giffen, Mike Leib; Artists: Wally Wood, Bill Molno

reviewed by **S.A. Bennett** ★★



Keith Giffen takes an old Wally Wood war comic book and rewrites it, *à la* the movie *What's Up, Tiger Lily?* It's a funny premise, in theory, but the results fall a great deal further from either *Lily* or *Mystery Science Theater 3000*, mostly because each story chooses exactly one "comedic" nail to relentlessly hammer away at.

Such as "The Combat Crazy Cuties of Coyote Ugly Company" in which, in spite of all visual evidence, a platoon fighting during World War II and Korea are really man-hungry women looking for mates on the battlefield. "Hearts and Minds" tries for laughs by ridiculing World War II-era American racist attitudes, and "Don't Ask! Don't Tell!" is really just a rehash of the first story. Except instead, this time, the platoon is composed entirely of man-crazy men who are looking for mates on the battlefield.

Still, for Golden Age fans this is a treat; the lovely Wally Wood art is reproduced just as it was found, down to the edges of the pages, which are left the color of aging bananas.

www.boomstudios.com

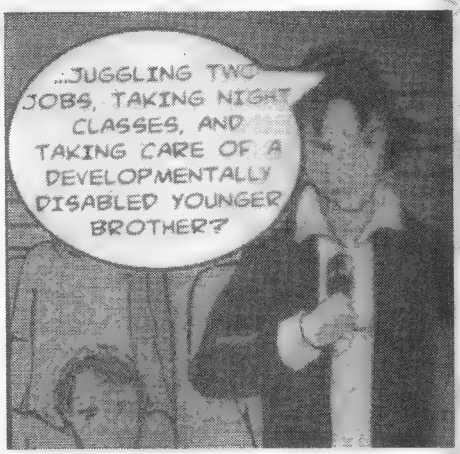
Fragile Prophet #1

Lost in the Dark Press

$2.95, b/w, 32 pgs., available now

Writers and artists: Jeff Davidson, Steven R. Buell

reviewed by **Jack Abramowitz** ★★★



And now for something completely different.

Fragile X is a real genetic condition whose effects can range from learning disabilities to autism. Jake has a form of Fragile X. Jake can also see glimpses of the future ("Fragile Prophet").

Jake is in the care of his older brother Esau. Esau does what he has to do to support his brother. This may mean displaying Jake's gift in a sideshow or on TV. Nevertheless, Esau is a caring brother and he is never shown selfishly exploiting Jake.

This issue walks that precarious line. One doesn't want to be insensitive to people with special needs, but one also doesn't want to produce a comic that's preachy or reads like a public service announcement. The writers never make fun of Jake. Esau's public display of Jake's talents "feels" wrong, but he's clearly a good guy, and the reader asks, "What would *I* do in such a case?"

It's an interesting story, but that last page is the grabber that will bring readers back for more.

www.lostinthedarkpress.com

Rob Hanes Adventures #8

WCG Comics

$2.95, b/w, 24 pgs., available now

Writer and artist: Randy Reynaldo

reviewed by **James Mishler** ★★½

Rob Hanes Adventures is a rarity in this day and age: a classic action-adventure-style comic book that mixes spies, mercenaries, and private investigators with modern technology and situations. Rob Hanes works for Justice International, a "spies for hire" firm in New York, and his adventures take him to exotic locations across the world. There are no capes, no wizards, no aliens; it's all about real-world danger and action, which makes events seem to hit that much closer to home with the reader.

In this issue, Rob is in Africa, helping his old flame Caroline by trying to help her husband find his long-lost great-grandfather, known as the "Last Explorer," who was searching for the fabulous Reeves Diamond when he disappeared. Caroline's husband, though, is an old foe of Rob's — and may be up to his old tricks! It's a good, classic action story, straight out of the days of the serials. My only complaint is that, while his art is evocative of classic men's adventure comics like Milton Caniff's *Steve Canyon* and his storytelling is solid, Reynaldo has not shown growth in his art style — which has a good bit of room to grow.

www.wcgcomics.com

OBLIGATORY FIGHT SCENE!

Dracula vs. King Arthur #1-2

Silent Devil Productions

$2.95@, color, 40 pgs.@, available now

Writers: Adam Beranek, Christian Beranek; Artist: Chris Moreno

discussed by **Jim Johnson and John Petty**

Jim Johnson: The first things that came to mind when I saw the title of this book were those awful Celebrity Comics one-shots from the early '90s: *Bo Jackson vs. Michael Jordan, Beatles vs. Rolling Stones, etc.* It's a shame that the publisher chose to go with such a sensationalized name for this comic book, but fortunately, my complaints end there. Although the two figures haven't crossed paths yet, the Beraneks have laid out a pretty good introduction with a premise that's simple, yet intriguing: A besieged Dracula is summoned by Lucifer to go back in time to Camelot to seek Morgana the Sorceress and destroy King Arthur. It's decently written, nicely drawn, and surprisingly entertaining. What's not to like, Your Hokeyness?

John Petty: Simple? What's simple about it, You Bastion of Buffoonery? This has got to be one of the most plodding, uninteresting, uninspired team-ups of all time. It makes *Aliens vs. Predator* look like an epic. None of it makes a lick of sense. Why have Lucifer recruit Vlad to go back in time to destroy Arthur, when he could have easily convinced Morgana, *who is already there*, to do the same thing? Unfortunately, the extent of the author's research seems to be a viewing of John Boorman's *Excalibur* and Francis Ford Coppola's *Dracula*. There's nothing new, interesting, or insightful in this mess; it's just 38 pages of stilted, awkward, boring dialogue and badly rendered art. Really, this is just poorly executed fan fiction printed on slick paper.

Johnson: Quiet thyself, you naysaying knave. If Morgana could have killed King Arthur, she would have already done so on her own, yes? If that were the story's point, I'm sure Lucifer could have found plenty of ways to whack Art, without Drac. The point of the book is to have a battle between, well, look at the title again. Sounds pretty simple to me. And such a battle doesn't really require a semester's worth of research on the characters. *Aliens vs. Predator*, in all its media incarnations, wasn't intended to be high art, either, but it delivered what it promised — as does this series, at least so far. And it makes better use of the source characters than the *AvP* movie, that's for sure. So loosen up and enjoy this for the guilty pleasure it was meant to be, or I'll take this wooden stake and smack you over the head.

Petty: Hey, watch it with the hardware, Pointy-Stick Boy. For the sake of argument, let's say I buy the (unlikely) premise presented here. That doesn't change the fact that it's badly done. There is actually an editor credit on the inside front cover (A. David Lewis), but what, exactly, did he do? The dialogue is rambling and unfocused, with Lucifer committing the cardinal sin of telling Dracula things he already knows, like the recent past history of the country he ruled. This is the hallmark of a writer who needs to spend more time honing his craft before laying it all out for everyone to see. An experienced editor should have caught this and sent the writer back to the old word processor. The art is no better, with crude, clunky figures in virtually every panel. Add to that the fact that characters like Lancelot and Guinevere are portrayed as viciously unattractive, and you're not left with much of value to hold on to.

Johnson: No argument that all creators involved could stand to improve their skills, but there's still plenty of promise there. Maybe when Chris Moreno hones his style a bit, he'll be able to draw Lancelot a little more attractively for you. Um, I'm going to go now …

Petty: Yeah, get outta here before I invite you over for a little whine and stake …

Megacity 909 #8

Devil's Due Publishing

$2.95, color, 32 pgs., available now
Writers: Various
Artists: Kano Kang, Zack Suh
reviewed by **Ray Sidman** ★★★½

Count on Studio Ice, the team behind Devil's Due's *Megacity 909*, to put out what is arguably the coolest art in comics right now. The team already wowed with *Mu*, and the first story arc of *Megacity* wraps with #8, leaving this reader soundly impressed and ready for more. The art will blow you away, and the story is close behind.

This science-fiction-fantasy action-adventure illustrates a world many centuries after science and law decide to neurally block mankind's passionate nature, in order to establish a golden age of world peace. Now, this neural-damping has brought about the creation of "Pulses," little gremlin-like supernatural killers who appear to have been created by the collective subconscious of Earth's denizens.

Enter a team of five agents — also neurally nullified — struggling to save their world against technology and an apparent chaos god or two.

A note from writer Andrew Dabb at the conclusion of this issue promises a new storyline is coming (no date given). Sweet. Until then, I'll be reading anything with the Studio Ice label. Those who aren't familiar with *Megacity* won't be disappointed, if they go out of their way to become familiar with it.

www.devilsdue.net

The Devil's Rejects

IDW

$3.99, color, 32 pgs., available now
Writer: Rob Zombie
Artists: Nick Stakal, David Hartman, Michael Lopez
reviewed by **Jack Abramowitz** ★

I have to be honest: I generally go easier on horror comics in reviews than I do on super-hero comics. Horror comics are something of a guilty pleasure, and — for good, bad, or indifferent — the expectations of the genre are lower. But that's not a free pass.

The Devil's Rejects is a workable concept, and the art is skillfully executed, but the three stories in this issue don't deliver the bang the reader expects from horror. They are neither over-the-top gore nor suspenseful shockers.

First, there's Captain Spaulding, a sociopathic clown. Then, there are Otis and Baby, homicidal siblings let loose in a carnival. Finally, we see psychological profiles of Spaulding and Baby, who are apparently father and daughter.

The Lions Gate Films logo sharing space on the cover and the two-page house ad reveal that this comic ties in to a thankfully under-the-radar summer less-than-blockbuster.

Kudos go to all the artists — Nick Stakal, David Hartman, and particularly Michael Lopez — plus their colorists, whoever they may be. But "Hooray for Captain Spaulding?" I think not.

www.idwpublishing.com

The Review Crew

JACK ABRAMOWITZ
Jack is the administrator of a national youth movement. He's been collecting comics for 30 years and writing about them for 10.
Review copies to P.O. Box 1147, New York, NY 10274-1147.

S.A. BENNETT
S.A. works for Dark Star Comics in Yellow Springs, Ohio. He's a long-time ***CBG*** reviewer.
Review copies to Dark Star Comics, 237 Xenia Ave., Yellow Springs, OH 45387.

OLIVER CHIN
Oliver is a freelance media consultant and a writer for *Comics & Games Retailer.*
Review copies to 535 Rockdale, San Francisco, CA 94127.

IAN M. FELLER
Ian is the head of 813 Services and Solutions, a Florida-based media consulting company.
E-mail Ian at: Ian@813sands.com

BRENT FRANKENHOFF
As ***CBG***'s Managing Editor, Brent rides herd on these review writers.
Review copies to 700 E. State St., Iola, WI 54990.

JIM JOHNSON
Jim has been a fan of all types of comics for longer than he cares to admit.
E-mail Jim at: JimsReview@Yahoo.com.

TIM LASIUTA
Tim is ***CBG***'s Canadian-based reviewer. He's a fan of Westerns and classic science fiction.
E-mail Tim at: tlasiuta@telusplanet.net.

JAMES MISHLER
James is a ***CBG*** Associate Editor, whose interests include both gaming and comics.
Review copies to 700 E. State St., Iola, WI 54990.

GEORGE NELSON
George is a freelance reporter and reviewer for ***CBG***.
E-mail George at: GeoNel1973@aol.com

KAREN O'BRIEN
Karen is a book editor for ***CBG*** parent company, F+W Publications.
Review copies to 700 E. State St., Iola, WI 54990.

JOHN PETTY
A long-time comics fan, John is the director of auctions for Heritage Comics Auctions.
Review copies to Heritage Comics, 3500 Maple Ave., 17th Floor, Dallas, TX 75219.

RAY SIDMAN
Ray is another of ***CBG***'s Associate Editors, who also splits his time (and interests) between ***CBG*** and *Scrye*.
Review copies to: 700 E. State St., Iola, WI 54990.

MAGGIE THOMPSON
One of comics fandom's founders, Maggie is the long-time editor of this fine magazine.
Review copies to 700 E. State St., Iola, WI 54990.

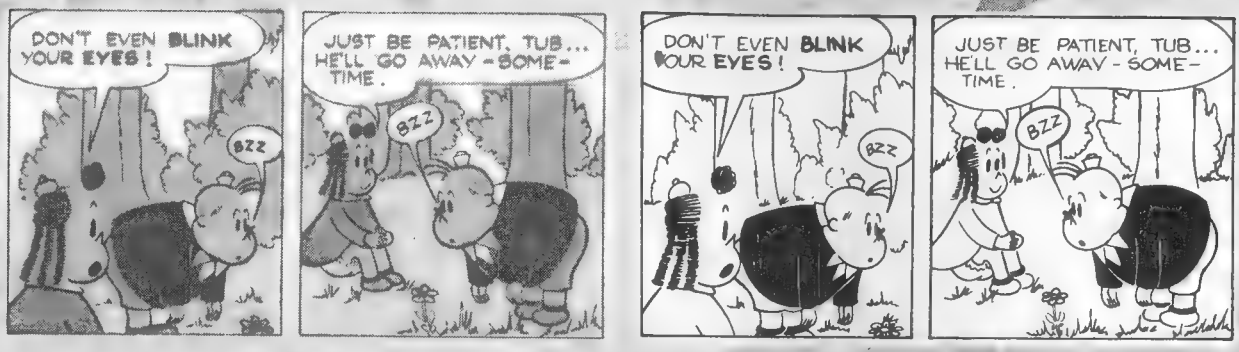
MICHAEL TIERNEY
Michael runs Collector's Edition in North Little Rock and The Comic Book Store in Little Rock, Ark.
E-mail Michael at: cbsrock@swbell.net.

BRETT WEISS
Brett has collected comics for almost three decades. He is now a full-time freelancer.
Review copies to 6537 Moonglow Ln., Watauga, TX 76148.

TIMOTHY J. WOOD
Timothy is a writer and journalist who lives on Cape Cod, Mass. He has written two books.
Review copies to 8 Nonatum Lane, Chatham, MA 02633.

BOUND For Glory

TRADE PAPERBACK AND GRAPHIC NOVEL REVIEWS


DON'T EVEN BLINK YOUR EYES!
BZZ
JUST BE PATIENT, TUB... HE'LL GO AWAY - SOME-TIME.
BZZ
DON'T EVEN BLINK YOUR EYES!
BZZ
JUST BE PATIENT, TUB... HE'LL GO AWAY - SOME-TIME.
BZZ

PICK OF THE MONTH TPB

Little Lulu: Lulu in the Doghouse

Dark Horse

$9.95, b/w, 216 pgs., available now

Writer: John Stanley; Artists: John Stanley, Irving Tripp

reviewed by **Maggie Thompson** ★★★★

This latest volume in Dark Horse's reprint of Little Lulu stories from Dell's series reprints most of the contents of *Four-Color* #165 (1947) and the start of the ongoing series #1-5 (Jan-Sep 48). One aspect must be noted: Despite what some reviewers have said, since the black-and-white reprints are taken from Bruce Hamilton's hardcover reprints of the comics, these early stories suffer the same flaw: Some of the earliest episodes were redrawn from the printed comics. Shown here are the original panels from a story in *Little Lulu* #3 (left) and the reprint (right). So discussions of uneven lettering or variations in the drawing of Lulu's hair have nothing to do with the original comic-book work. They're the result of the process used to put together the end-of-last-century reprint volumes.

Despite the flaw, this book gets the full four stars, because the material is some of the best comic-book storytelling of the 20th century. Stories range from goofy fantasies (including Lulu's stories to Alvin before Witch Hazel took over that feature) to sharp social commentary (Tubby's begging his teacher to keep his good grades a secret: "They'll think I turned sissy!"). The Done in One hilarity is by no means just for little girls; buy a copy for yourself and more for any kids you know.

www.darkhorse.com

ISBN 1-59307-346-1

The World's Greatest Super-Heroes

DC

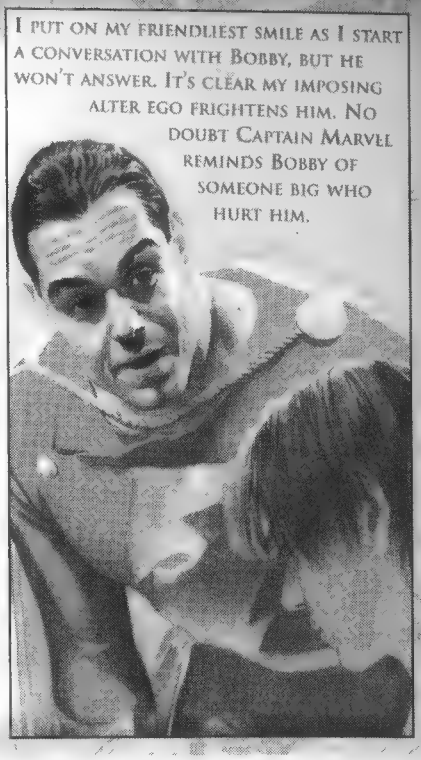
$49.99, color, 400 pgs., available now
Writer: Paul Dini; Artist: Alex Ross
reviewed by **Brett Weiss** ★★★½

The World's Greatest Super-Heroes collects five stories that were previously published individually as *Superman: Peace on Earth, Batman: War on Crime, Shazam!: Power of Hope, Wonder Woman: Spirit of Truth, JLA: Secret Origins,* and *JLA: Liberty and Justice*. The presentation here is spectacular. Other than a misprint on the penultimate page of the Superman story (the word "earth" is missing), this durable, slipcased, oversized hardcover, which actually costs a few dollars less than the combined total of the original softcover (read floppy) publications, is a thing of beauty. Moreover, it has sketches, promotional art, an intro by Chip Kidd, and other extras.

The picture-book-like tales themselves are gorgeously painted masterworks of conciseness, clarity, and classicism, showcasing DC's hallmark heroes in iconic fashion, as they perform such sentimental feats of fancy as plugging a volcano, visiting a children's hospital, feeding the poor, and rescuing a child from a burning building. Yet the stories aren't overly idealistic, since the heroes don't always fully succeed in their missions of mercy.

Great stuff, DC!

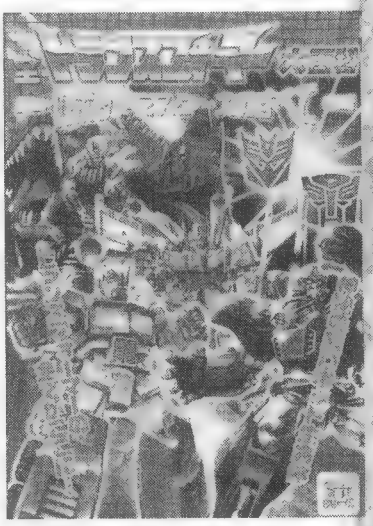
www.dccomics.com


I PUT ON MY FRIENDLIEST SMILE AS I START A CONVERSATION WITH BOBBY, BUT HE WON'T ANSWER. IT'S CLEAR MY IMPOSING ALTER EGO FRIGHTENS HIM. NO DOUBT CAPTAIN MARVEL REMINDS BOBBY OF SOMEONE BIG WHO HURT HIM.

All Transformer Encyclopedia

Jive Ltd.

$17.99, color and b/w, 96 pgs., available now
reviewed by **Jack Abramowitz** ★★



This handy 6x8 volume is a surprisingly comprehensive overview of more than 20 years of Transformers history. From their earliest incarnations to the most recent permutations, this little collection has got them all.

Illustrations include a number of pictures from the comics and scads of photos of toys, in both "before" and "after" phases: robot and truck, robot and plane, robot and gun, *etc.* (Sometimes, they have three phases, such as robot, train, and space shuttle or robot, plane, and boom box.)

There's only one apparent downside for the discriminating Transformers fan: It's in Japanese.

Not reading Japanese, here's a summary what I was able to discern: "GC-01, GD-03, SC-26, EX-01, Robot Masters, VS, 1985, printed in Japan."

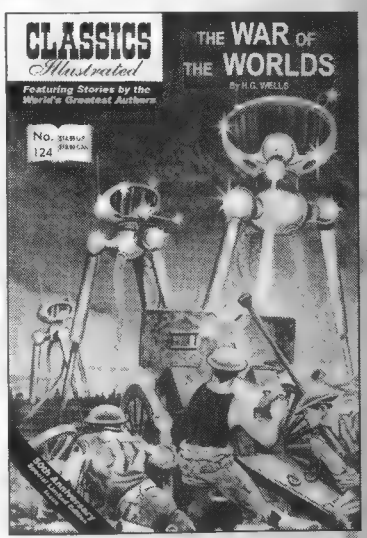
If one really know their Transformers, or if one is a huge fan of pictures of toy robots, that may be sufficient. If one understands Japanese, the value of this book (and the corresponding grade) may skyrocket. (Of course, if one has *no* interest in Transformers, it makes little difference in what language the text is written.)

www.jive-ltd.co.jp

The War of the Worlds

Classics Illustrated/Jack Lake Productions Inc.

$14.95, color, 52 pgs., available now
Writers: H.G. Wells, Harry Miller
Artist: Lou Cameron
reviewed by **Michael Tierney** ★★★½



With a new introduction by historian Bill Jones, the *Classics Illustrated* comics adaptation of H.G. Wells' novel *The War of the Worlds* has returned in a deluxe 50th Anniversary Limited Edition.

This early novel of alien invasion was published in 1898, and the comic was released in 1955, two years after the George Pal movie. The comic was much more faithful to the original story than the more modernized movie, which was re-updated this year, when vicious alien tripods once more stalked theater audiences. But, while movies may become dated, good comics stand the test of time.

In what will be this comic's 12th printing, Lou Cameron's art has been digitized and recolored in a manner faithful to the original release. Because of higher quality paper, this makes the colors more vibrant and perhaps a little *too* bright. But, otherwise, this is a very fine hardcover.

There are few stories that have as much universal appeal and entertainment power as does *The War of the Worlds*. It is, by definition, a Classic(s) Illustrated.

www.jacklakeproductions.com

F-Stop: A Love Story in Pictures

Oni Press

$14.95, b/w, 168 pgs., available now
Writer: Antony Johnston
Artist: Matthew Loux
reviewed by **Jim Johnson** ★★★½

Antony Johnston's story is a textbook example of the adage: You don't have to be good if you're lucky.

Nick is a crummy photographer. On the verge of losing his studio, he has a chance meeting with a professional model who happens to be doing a photo shoot for a major fashion magazine, a shoot whose photographer happens to be a no-show. Connect the dots, and overnight Nick is one of the world's hottest photogs, whose out-of-focus, off-center shots have become the new, arty style of fashion photography.

If this were from the mind of any other writer, it would seem contrived, if not totally unbelievable. But Johnston's done this kind of thing before, most notably *Three Days in Europe*, also from Oni, and he's one of the few writers who can turn coincidence from a story device into an art form. Likeable characters and just enough believability make this rags-to-riches-to-rags story a light-hearted joy.

And Johnston wraps it up on a high note by proving an even better adage: You don't have to be lucky if you're good.

www.onipress.com
ISBN: 1-93266-409-2

The Cute Manifesto

Alternative Comics

$19.95, b/w, 168 pgs., available now
Writer and artist: James Kochalka
reviewed by **Ray Sidman** ★★★

If it's counter-culture, subversive, or out-of-the-box thinking you seek, then James Kochalka's your writer. When it comes to comics, he's an alternative thinker with an unabashed sense of expression. For those who judge a book by the cover before reading, the most telling part of the book is the word "manifesto." That's what this is, plain and in your face.

This book collects some of Kochalka's rare and previously unreleased material, such as his "Craft Is the Enemy" and "Craft Is Not a Friend" essays, as well as illustrated stories "Reinventing Everything" parts one and two, "The Horrible Truth about Comics," and, of course, the title story.

I could attempt to paraphrase some of Kochalka's key points … but summarizing a philosophical work in 25 words or less is rarely a good idea. I'll simply say Kochalka challenges popular conceptions about what makes an illustrated work (including comics) great, what defines its worthiness.

Further exploration by Kochalka can be found in his *Conversation* series from Top Shelf.

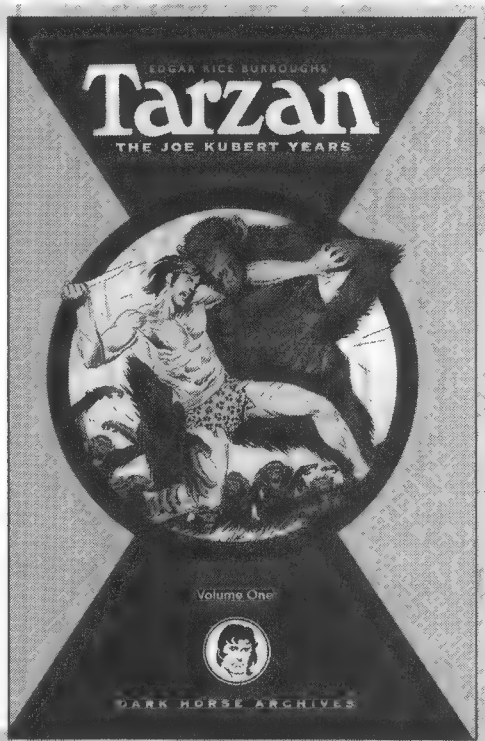
The Cute Manifesto is recommended reading. Whether or not you agree with Kochalka, it's thought-provoking material. (Ditto *Conversation*.)

www.indyworld.com/altcomics
ISBN #: 1-891867-73-3

Tarzan: The Joe Kubert Years Vol. 1

Dark Horse

$49.95, color, 200 pgs., available now
Writer and artist: Joe Kubert
reviewed by **Tim Lasiuta** ★★★



Tarzan has always been one of my favorite characters. In comic-book form, his adventures have been published by Dell, Gold Key, DC, Marvel, and Dark Horse. I have enjoyed them all.

Of all the artists who have delineated Tarzan, Joe Kubert stands among the most accomplished.

This volume reprints DC Comics' #207-214 (remember, DC continued the numbering from Gold Key) in gloriously remastered color versions of the stories that reflect Kubert's love of the character.

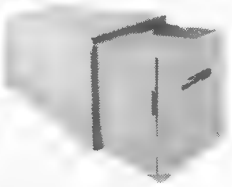
Complete with covers, this is comic-book heaven.

Many may have forgotten that the quality of these issues was so high. With Kubert writing, illustrating, and lettering, this is clearly a labor of love.

Even with a price tag of $49.95, this is a great value for the Tarzan collector. Quality work demands quality reproduction, and that defines a Dark Horse book.

www.darkhorse.com
ISBN: 1-59307-404-2

Make your collection
STACKABLE
and
ACCESSIBLE

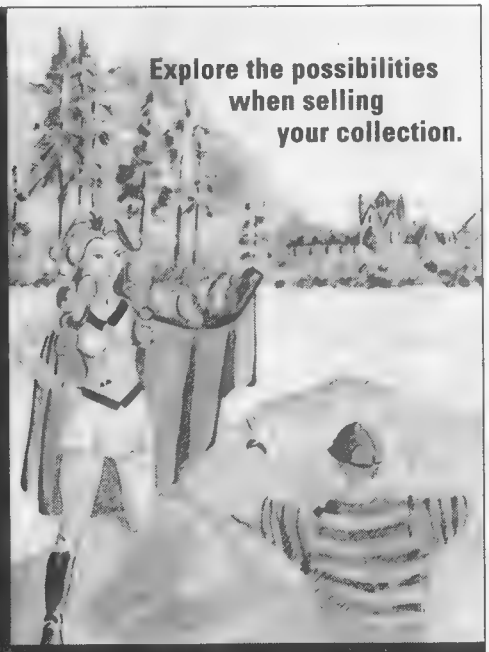


- Each 9" X 26" box holds up to 235 bagged and boarded comics.
- Designed to support up to 5 boxes filled with comics on top of it without collapsing.
- They will even support the other boxes if the bottom drawer is removed.
- Never lift another box to find a comic – just pull out a drawer.
- Handles at either end to make them portable, too.

DRAWERBOXES FOR COMICS
THE EASY ACCESS STORAGE SOLUTION

For more information and ordering visit us at www.CollectionDrawer.com
e-mail us at CollectionDrawer@aol.com or call 303.368.7873 to order.

www.flynnscomics.com



Explore the possibilities when selling your collection.

- Highest Prices Paid
- Free In Home Appraisals
- Accurate Grading, Honest Pricing
- Immediate Cash Available

Flynn's comics
(215) 260 6284 purchasing@flynnscomics.com

OMAHA IS BACK!
WITH AN ALL-NEW FINAL CHAPTER!

OMAHA the Cat Dancer, Volume 1
Reed WALLER • Kate WORLEY

The best-selling classic of erotic comics that made the bridge from the undergrounds to today is back in a complete reprint of the full extent of the spicy saga **with an all-new final story in the making with script by James Vance which will be pre-serialized in Sizzle magazine** starting with #28 in November. Omaha is remarkable in that it blends intelligent and captivating story with well-rounded 'funny animal' characters as well as totally guilt-free joyously rendered sex! This volume brings back the very first stories of the ground breaking series. Look for a new volume every 3 months.

8½x11, 128pp., B&W trade pb.
5 ISBN 1-55163-451-4
For Adults Only

At your store or order at NBM, 555 8th Ave., Ste. 1202, New York, NY 10018. 1-800-886-1223 (M-F 9-6 EST)
MC, VISA, AMEX accepted, add $3 P&H for 1st item, $1 each additional.

See previews at
www.nbmpublishing.com

NBM AMEROTICA

The Clouds Above

Fantagraphics

$18.95, color, 216 pgs., available now
Writer and artist: Jordan Crane
reviewed by **Maggie Thompson** ★★½

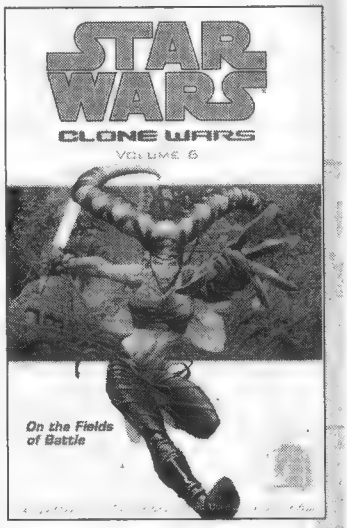
"These pages recount the terribly terrific and tremendously true travels of Simon and Jack," says the introductory page. Simon's a little boy late for school, and Jack is his cat, and the two of them chat throughout a tale that takes them to the school roof, to stairs into the sky, past snarky birds, to a weeping, talking cloud, and then to further adventures. It'll take readers less than 10 minutes to read this book, at a panel per page, even allowing for pauses to savor the details in the attractively complex panels (as opposed to the panels that are filled with, say, a pink fluffy cloud and speech balloons). Though advance descriptions oversell it by saying it recalls *Where the Wild Things Are* and *The Lion, the Witch and the Wardrobe* ("with its depiction of a fantastic world that lurks just around the corner from reality and that only children can encounter"), it's a pleasing enough short-short story, apparently trimmed a bit to fit. (Two of the panels in the press release don't appear in the book.) Enjoyable — and promising.

www.fantagraphics.com
ISBN 1-56097-627-6

Star Wars: Clone Wars Vol. 6

Dark Horse

$17.95, color, 168 pgs., available now
Writer: John Ostrander
Artist: Jan Duursema
reviewed by **Oliver Chin** ★★★



This installment packs in the Jedi adventures before their unavoidable extinction in *Episode III* and gives its heroes more action than they saw on the big screen. Mace Windu leads a successful mission against the Bounty Hunters' Guild, which seeks to earn a big paycheck by bagging Jedi. Elsewhere, Obi-Wan Kenobi lures away the Separatist forces so his comrade Tohno can sabotage the droid factory. However, is Anakin Skywalker capable of strategic flight or vengeful fight?

The "made-for-comics" character Quinlan Vos reappears to fight his former padawan Aayla Secura, as the blue-haired Jedi and Clone Commander Bly try to defuse a Separatist uber-weapon. Later, Obi-Wan and Anakin must reevaluate their relationships with the dark Vos, as they tussle with the lethal Asajj Ventress.

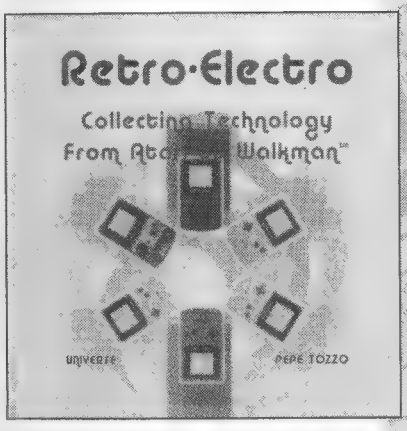
On one hand, a comics spin-off can create dizzying complexity. On the other, it can add depth to a character who appears two-dimensional elsewhere. *Clone Wars* goes at light speed in both directions.

www.darkhorse.com
ISBN: 1-59307-352-6

Retro-Electric: Collecting Technology from Atari to Walkman

Universe Publishing

$29.95, color, 160 pgs., available now
Writer: Pepe Tozzo
reviewed by **Jack Abramowitz** ★★★



"Atari to Walkman" must refer to alphabetical order, because, chronologically, there's tech here that predates Atari and it goes right up to BlackBerry devices and iPods. In between, there's lots of "I had that!" and "I wanted that!"

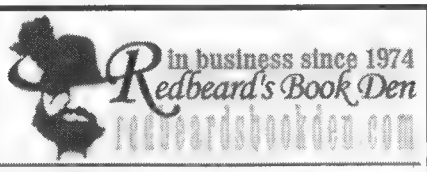
The book is divided into three sections. First, there's work, including such items as early calculators and computers. Moving into the home, we diversify into the original lava lamp, the President CB radio, laserdisc players, and a spherical TV. Finally, "Playtime" brings us Magnavox Odyssey, Mattel Electronic Football, Simon, and Merlin. Each entry includes a beautiful color photo — visually, the book is a treat.

Designed for collectors, the volume includes lots of useful information, such as rarity and current prices (in dollars and pounds). Originating from England, it provides something of a British slant to things. Aside from a disproportionate amount of attention being given to products from the British company Sinclair, this in no way affects American readability. Even if you don't recall the Sovereign, you'll find your old TRS-80 or *Blip* in here.

www.rizzoliusa.com
ISBN 0-7893-1302-2

SHOWCASE

Showcase ads are available at $109.00 each.
Typesetting is included in the cost.



Selling Comic Books, Related Books, Comic Supplies, Pulps, Comic Cards, Toys, Comix, Original Artwork, Big Little Books, Premiums, Movie Posters, Fanzines, Monster Magazines and so much more....

PO Box 217, Crystal Bay, NV 89402-0217
(775) 831-4848 FAX (775) 831-4483
We're always buying!

CBG Customer Service Award

THOUSANDS OF COMICS ONLINE!

BUY • SELL • TRADE
WWW.BUNKYBROTHERS.COM
PHONE: (909) 941-6402

THE ASCENDING MAN CHRONICLES, volume one
▪ A Graphic Novel by Frank Stone ▪

www.trafford.com/05-0687
1-888-232-4444

The Future Is Coming And It Will Change You

Up to 50% off your New Comics!
Up to 30% off Statues and Busts!

www.mmcomics.com

Please list some alternates. They will be used fairly and only if necessary. You will get a 10% discount on any alternates that I send you. Add $5 for packaging and shipping. Money orders preferred. A check will cause a week delay in shipping. Your books will be carefully & securely packaged & shipped within a few days. See my classified in DC FOR SALE

Ken Tanner
8396 Towson Blvd
Miamisburg, OH 45342
I have a LOT more books.

ACTION COMICS		DETECTIVE COMICS		HOUSE OF SECRETS		*******MARVELS*******	
252 fr	45.00	352 VF	28.00	92 VF	240.00	AMAZING SPIDERMAN	
340 VF	32.00	359 VF	52.00	INFINITY INC		298 NM	35.00
404,411 VF	12.00	368 VF	23.50	2-10 NM	2.20	299 NM	20.00
ADVENTURE COMICS		369 VF	33.00	15-20 NM	2.50	300 NM	63.00
325 VF	30.00	373 VF	21.00	22-29,34 NM	2.50	301-305 NM	10.50
342 VF	22.00	462-465 NM	8.50	JUSTICE LEAGUE AMER		306-311 NM	9.00
461,462 NM	26.00	466,468 NM	24.00	14 VF	90.00	313,314 NM	9.00
463-466 VF	7.00	471-474 NM	24.00	60 VF	30.00	315-317 NM	13.00
ALL STAR COMICS		475,476 NM	48.00	75 VF	25.00	318-325 NM	6.00
58 VF	20.00	477 NM	21.00	S. G. LOIS LANE		THE AVENGERS (1st)	
59-61 VF	8.00	478,479 NM	24.00	12 F	30.00	186-188 NM	6.00
63-68 VF	8.00	484-486 NM	6.50	28 VG	14.00	Ann#10 M	23.00
70,71,73 VF	8.00	488-491 NM	6.50	47 F	15.00	DOCTOR STRANGE	
ALL STAR SQUADRON		500 M	9.00	61 VF	26.00	48-53 M	2.50
2-7,9,10 NM	2.80	518-523 NM	3.20	MADAME XANADU		HOWARD THE DUCK	
15,19-24 NM	2.20	80 PAGE GIANT		1 M	3.50	6,7,8,9 NM	3.20
25,26 M	2.50	8 VF	145.00	METAL MEN ('77)		14-30 NM	2.00
Ann#2 M	3.20	14 VG	19.00	50-56 NM	5.20	MS MARVEL	
AQUAMAN (1st)		FLASH (silver age)		MR MIRACLE (1st)		3-5 M	4.00
14,17,19 VF	40.00	148 VF	42.00	12,15,16 VF	7.50	6-10 M	3.50
58,60,63 NM	4.80	160 VF	53.00	17,18 NM	12.00	11-15 NM	3.20
THE ATOM		169 VF	41.00	19,20,22 NM	6.00	19-23 NM	3.20
1 VG	80.00	171,177 F	12.00	NEW TEEN TITANS ('80)		SPIDER-WOMAN (1st)	
2 F	54.00	178 VF	37.00	3-6,8-10 NM	3.50	1 M	9.50
3 VF	90.00	187,196 VF	28.00	11-27 M	2.20	2,3,4,5 M	2.80
7 VF	125.00	234-239 VF	5.20	28-40 M	2.00	7-18 NM	2.50
8 VF	54.00	260-264 NM	5.20	Ann#1 M	2.50	21-27,34 NM	2.50
6,9,10 VF	50.00	278-283 NM	3.50	Drug#1 M	3.20	36,39-49 NM	2.50
13 VF	38.00	306-313 NM	3.20	SECRET ORIGINS ('61)		THE X-MEN (1st)	
26 VF	30.00	Ann#1 F	66.00	Ann#1 VG	55.00	144-150 NM	7.00
32,35,37 VG	6.50	GREEN LANTERN (2nd)		SHOWCASE		152-157 NM	5.20
BATMAN FAMILY		6 VG	37.00	34 VG	130.00	*******OTHERS********	
11-13,19 VF	8.00	7 VG	35.00	74 F	16.00	ALIEN WORLDS	
BATMAN		8 F	48.00	76,77 VG	8.50	2,3 M	5.50
181 VG	25.00	10 VG	29.00	78 VF	16.00	3D #1 M	6.50
348-350 NM	6.50	11 F	33.00	97-99 M	7.00	ARCHIE GIANT SERIES	
353,366 NM	10.00	12 VG	21.00	100 NM	9.00	7 VG	32.00
374-379 NM	3.20	13 VF	125.00	SUPERBOY (1st)		CAPT VICTORY (1st)	
BRAVE & BOLD		17,18 F	28.00	232-236 NM	8.50	3 M	3.00
59 VF	47.00	21,22,25 VG	14.50	238,242 NM	8.50	E - MAN (Charlton)	
63 VF	31.00	29 VF	54.00	SWAMP THING (1st)		6-10 VF	6.50
73 VF	21.00	32,36,39 VG	12.00	1 NM	120.00	MS MYSTIC (1st)	
81 VF	27.50	41 VF	40.00	2 NM	50.00	1,2 M	2.50
85 VF	30.00	46 VF	44.00	3 NM	35.00	PACIFIC PRESENTS	
100 VF	25.00	47,48 VG	11.00	4 VF	18.00	1,2 M	5.50
102 VF	17.00	49,50,52 F	18.00	5,6 NM	30.00	ROCKETEER ADVENTR	
129,130 NM	12.00	54,56 F	14.00	7 NM	35.00	1 M	7.50
150-153 NM	4.80	55,57 VF	32.00	8,9,10 NM	30.00	ROCKETEER SPECIAL	
CAMELOT 3000		60 VF	25.00	11-18 VF	7.00	1 M	10.00
1-12 M	1.80	61 VF	31.00	19,23 NM	12.00	SCORPIO ROSE	
CRISIS INFINITE EARTHS		62,64,65 VG	7.00	WHO'S WHO DC		1,2 NM	3.00
1 M	9.00	63,66 VF	25.00	1,2,3,5,6 M	2.50	SHEENA (Blackthorne)	
2-6 NM	6.00	73 VF	21.00	8-17 NM	2.00	3D#1 M	7.50
9,10,11 NM	6.00	76 F	85.00	19-26 NM	2.00	STARSLAYER (1st)	
DC COMICS PRESENTS		77 VF	41.00	4,7,18 M	3.50	2 M	6.50
3-5,8,9 NM	4.00	78-80 VF	35.00	WONDER WOMAN(1st)		3 M	5.00
11,15-20 NM	3.20	81 VF	32.00	289-299 NM	2.80	VANGUARD ILLUSTRTD	
26 M	16.00	82,83 NM	55.00	WORLD'S FINEST		2 M	3.50
27-33 NM	3.20	84 NM	60.00	174 VF	18.00	**DC OVERSIZE BKS**	
36-39,51 NM	3.20	85,86 VF	41.00	198,199 VF	35.00	F4, C26 F	7.00
DC SPECIAL		87,89 VF	28.00	244-246 NM	12.00	C28 VF	28.00
17,20,21 VF	8.00	94-98 NM	6.50	247,248 NM	8.00	C55 NM	24.50
28,29 VF	10.00	101-104 NM	4.80	249-252 NM	11.50	**GRAPHIC NOVELS**	
DC SPECIAL SERIES		124-129 NM	3.20	253-257 NM	7.00	STAR RAIDERS (DC)('83)	
1 NM	19.00	131-143 NM	3.20	259-263 NM	6.50	M	8.00
15 NM	18.50	150 M	4.00	266-268 NM	5.20	ROCKETEER(ecl)1st('85)	
14,17,20 NM	7.00	151-170 NM	2.00	272-282 NM	5.20	M	10.00

SHOWCASE ADS ARE A GREAT ADVERTISING VALUE!

You can have your ad appear in Comics Buyer's Guide for only $109.00. Promote your convention, your comics store, or sell your personal collection.

Call today for complete advertising information:

715-445-2214

discount COMICS
Mail Order Comics, Books, Games and Toys

discount COMICS
P.O. Box 112
Cottage Grove, WI 53527
(608) 764-8410

Save big money. Order your comics, cards, videos, T-shirts & posters, etc., at large discounts. Our 2,000 plus items monthly catalog PREVIEWS offers hard-to-find items, one low monthly shipping fee and satisfaction guaranteed! Call or write for free information!

CBG Customer Service Award

Serenity Rose Vol. 1

Slave Labor Graphics

$12.95, b/w, 144 pgs., available now

Writer and artist: Aaron A.

reviewed by **Jim Johnson** ★★

At least, it's not just another Goth book. Aaron A.'s (real last name Alexovich) character has a lot of the usual traits: the makeup, being overly judgmental, and hating almost everything. But it's that "almost" that makes Serenity Rose a *different* kind of Goth chick — and the fact that she lives in a town with real vampires and witches and can cast real spells makes her downright special.

But the creator essentially admits that this book isn't for everyone. Many of the panels are tiny and dense with small lettering. He peppers the series with such comments in the margins as, "This page has no discernable center of interest." And the book's offbeat but off-putting premise is that it's really a diary of Serenity as related to the author, who transcribes it into comics form.

What makes this story worthwhile is Serenity's growth as a character, as she connects with others and repeatedly demonstrates her heroic nature. Those who make it past the first chapter will discover this, but many may not have the patience to go that far.

www.slavelabor.com

ISBN 1-583620-11-X

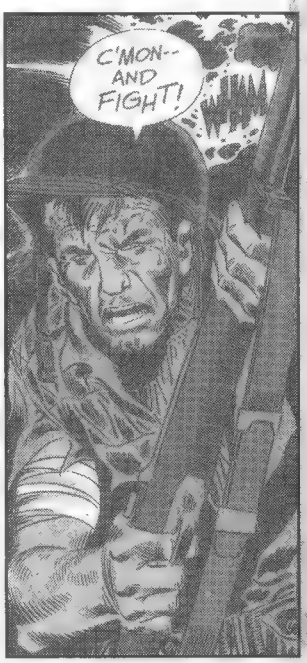
Sgt. Rock's Combat Tales

DC

$9.99, color, 128 pgs., available now

Writer: Robert Kanigher; Artists: Joe Kubert, Jerry Grandenetti, Irv Novick, Russ Heath

reviewed by **Brent Frankenhoff** ★★★



Miss the days of DC's reprint digests? Well, DC is issuing 'em again. *Sgt. Rock's Combat Tales* and a *Swamp Thing* volume are the first two offerings in what can be hoped is an ongoing series.

Collecting 10 stories from *Our Army at War, Star Spangled War Stories,* and *G.I. Combat*, the book is just the right length to give a taste of what the cream of DC's crop of such tales encompassed. While Rock and Easy Co.'s adventures command most of the space, the other military-based stories provide a nice break from tales of DC's top-kick.

If you remember the reprint digests as being too small and hard to read, that problem is alleviated here with a slightly larger size and cleaner reproduction.

About the only complaint is the editorial decision to replace the half-page ads and filler copy with an illustration of Rock's stripes. A cover gallery of the original sources would have been nice or even reprints of some of that original filler material could have done the job as well.

www.dccomics.com

ISBN: 1-4012-0794-4

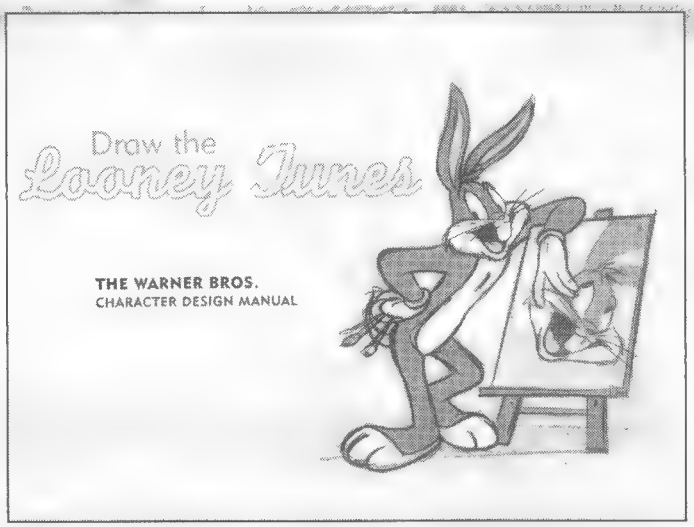
Draw the Looney Tunes

Chronicle Books

$40, color, 208 pgs., available now

Writers: Frank Espinosa, Marie Taylor; Artist: San Wei Chan

reviewed by **Tim Lasiuta** ★★★



Draw the Looney Tunes is one of those books that gets better with age. As Dan Romanelli says in his introduction, "Don't leave this beautiful book on your coffee table — use it! Bend it, scribble notes on it, keep it open on your drawing table …"

This book is the result of years of work at Warner Brothers and is an excellent manual for drawing cartoons in general. As a matter of fact, the subtitle is "Warner Brothers Character Design Manual" and is used as the manual for in-house and freelance artists.

It doesn't mean that, once you read this book, you work with Warner Bros. But it does give you the basics of drawing, including perspective, motion, emotion, lines of motion, legs, arms, faces, and expressing attitude.

This book is *not* a read-me-quick, put-me-away book, but, rather, a primer on what made old Warner Bros. cartoons great. Espinosa provides exercises in the book that will get you thinking about animation and why it works.

www.chroniclebooks.com

ISBN: 0-8118-5016-1

SHOWCASE

Showcase ads are available at $109.00 each. Typesetting is included in the cost.

WWW.BCEMYLAR.COM

SELECTED BOWEN DESIGNS

STATUES & BUSTS

At 25% Off LIST PRICES

And many of our great preservation products at special prices

Bill Cole Enterprises, Inc.

---

comicvendor.com **e-mail: info@comicvendor.com**

The World's Fastest Comic Book Website.
The Real Price of a book in seconds.
48 years as a comic book retailer.
Multiple grades of most issues.
Millions of Comics in Stock Right Now!

New Issues at discounts and FREE shipping worldwide on new releases!

Nick Scotto
310-850-1800 **Cell 9-9 daily**

BUYING:

60-150% OF GUIDE FOR

PRE-1970 COMICS

- SENIOR ADVISOR TO OVERSTREET PRICE GUIDE
- IMMEDIATE CASH
- I WILL TRAVEL ANYWHERE TO VIEW LARGE COLLECTIONS

SELLING:

- LARGE SELECTION OF PRE-1970 GOLDEN AGE AND SILVER AGE
- ACCURATE GRADING
- COMPETITIVE PRICING
- WANT LIST
- FOREIGN CLIENTS WELCOME

HARLEY YEE

P.O. BOX 51758, LIVONIA, MI 48151
PHONE (800) 731-1029 OR (734) 421-7921
FAX (734) 421-7928

CALL OR WRITE FOR A FREE CATALOG

WWW.HARLEYYEECOMICS.COM

VISIT THESE GREAT WEBSITES!

CGCComicBookAuctions.com
ComicBookBulletinBoard.com
ComicBookClassifiedAds.com
ComicBookDirectory.com
ComicBookJournal.com
ComicBookMart.com
ComicBookYellowPages.com
LetsTradeComics.com
MyComicBookCollection.com
NewComicBooks.com
SuperComicsandCards.com

WHY CONSIGN TO HERITAGE?

- Every consignor paid on time, every time, throughout our 30 years in the auction business.
- Our professionally produced catalogs are second to none.
- Generous cash advances available.
- Competitive commision rates.
- The best venues, both live and on the Internet.
- We bring your material to the most buyers – by phone, fax, Internet, and live floor auctions.

And have you tried AMAZING COMICS AUCTION yet?

- Twice-monthly Internet-only auctions.
- Hundreds of CGC-certified and raw comics, plus memorabilia, original art, and vintage toys.
- Auctions close *(and a new one begins)* at 10pm CT on the first and third Sunday of every month.

For information about upcoming auctions, or to join our FREE on-line community *(now over 30,000 members)*, visit HERITAGECOMICS.COM

To consign material to future sales, please contact:
Lon Allen • 214-252-4261 • 800-872-6467, ext. 261
LonA@HeritageComics.com
Ed Jaster • 214-252-4288 • 800-872-6467, ext. 288
EdJ@HeritageComics.com

HERITAGE COMICS

Heritage Galleries & Auctioneers
World's Largest Collectibles Auctioneer • Over $350 Million Sold in the Last 12 Months
3500 Maple Avenue, 17th Floor • Dallas, Texas 75219
214-528-3500 • 800-872-6467 • HeritageGalleries.com

Greg White Comic Books

Kissimmee, Florida - 20 Minutes from Walt Disney World

407-870-0400 gregwhitecomics.com

- Fantastic Four No. 3 VG- (3.5) $325.00
- Fantastic Four No. 5 G-VG (3.0) $440.00
- Amazing Spider-Man No. 35 VF-NM (9.0) $225.00
- Superman 3-D (1953) Fine (6.0) $225.00
- Blackhawk No. 10 (1946) Good+ (2.5) $125.00
- Archie Comics No. 28 (1947) VG (4.0) $68.00

We run a small warehouse in Central Florida that is stuffed with vintage comics. We are open 6 days a week. If you are visiting Disney World, please plan to stop by. We will be setting up at the November 19 comic show in Plantation, Florida.

COLLECTION FOR SALE!!! EVERYTHING GOES!!!

Acme Novelty Library to Zero Hour, over 3000 discounted comics! **100's of Marvel comics at 50 cents each:** Spider-Man, Fantastic Four, X-Men, Iron Man, Wolverine, Punisher & much more!

10 more pages of cool stuff-artwork, t-shirts, toys, action figures, hardcover and softcover graphic novels, trade paperback books, trading cards, lobby cards, buttons, cloisonné pins, store displays, DVD's, video tapes, promo software, premiums, posters & games!

Free list:
Thomas Petitpas, 14509 Tyler St., Sylmar, CA 91342
818/362-9990 smallstep@onemain.com

Sometimes our reviewers just don't agree!

OBLIGATORY FIGHT SCENE!

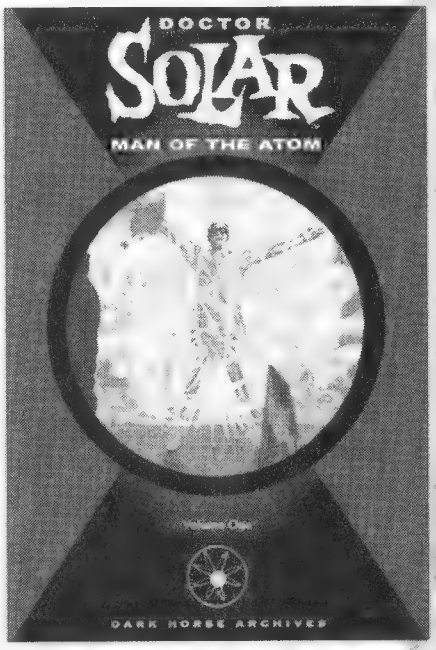
Doctor Solar: Man of the Atom Archives Vol. 1

Dark Horse

$49.99, color, 205 pgs., available now

Writers: Paul S. Newman, Matt Murphy; Artists: Bob Fujitani, Frank Bolle

discussed by **Jim Johnson and John Petty**



John Petty: When one thinks of the Silver Age of Comics, one naturally thinks of Marvel and DC, "The Big Two," and with good reason. Those two publishers certainly dominated comics racks for most of the 1960s and '70s. But they weren't the sole publishers of four-color fantasies during those halcyon days. One of their most impressive rivals was Gold Key, whose lush painted covers stood out as something special. And of all Gold Key's titles, *Doctor Solar* was, to my mind, the best. A nuclear scientist caught in the heart of an atomic reactor, the appropriately named Dr. Solar gains enormous powers but also emits enough radiation to kill anyone who spends too much time around him. Through the course of the stories presented in this initial volume, Solar learns to control and use his powers and has some cracklin' good adventures along the way. How can you possibly disagree with me on this book, my Nuclear Nemesis?

Jim Johnson: Easily, my Atomic Associate. Everyone's familiar with Coke and Pepsi, right? Well, Gold Key was the RC Cola of its day. The only time anyone would opt for it was when there was nothing else available. Kids would swipe the Superman and Spider-Man comics from the barber shop waiting area, but you could always count on finding a Doctor Solar comic that no one found worth stealing. Why? Because, simply put, they weren't very good, even by the standards of the era. While The Big Two were publishing groundbreaking comics that defined the Silver Age, Gold Key seemed content to churn out flat stories with a dated look that impressed few. And, as if this volume's source material weren't lackluster enough, the production values of this reprint aren't much better. Much of the linework doesn't reproduce crisply, and it's further marred by splotchy colors. I'll take just about any *Marvel Masterworks* or *DC Archives* edition over this.

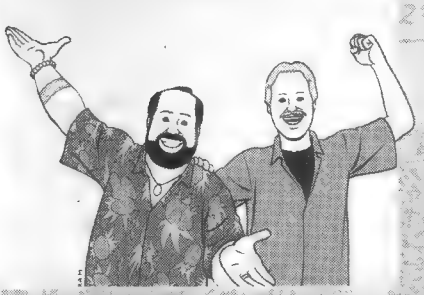
Petty: Did we get up on the wrong side of the atomic pile this morning, O Gamma Grouch? These stories were tightly written and finely rendered by some of the most impressive, and underappreciated, talents of the era. Much like the late, great, and often wrongly maligned Don Heck, Bob Fujitani and Frank Bolle brought a more illustrative, sophisticated look to their efforts: a look that many were woefully unable to appreciate in a field dominated by the flashier talents of Jack Kirby, Steve Ditko, Gil Kane, and the like (also great and wonderful talents, of course, but in a *different* way). The writers contributed a more adult sensibility, in that they tried to actually think through the effects of someone gaining his powers through an overdose of radiation. It was a noble effort and one that was often missing in the more slam-bang stories of its competitors. As far as production values go, I'm just happy to have these stories *at all* and find the printing to be on a par with any of Marvel's or DC's efforts.

Johnson: I guess the old Indiana Jones adage is true, then, O Toxic Teammate: Take something worthless, bury it in the sand for 1,000 years, and it becomes priceless. These Gold Key comics were among the last of this era to be found in the quarter bins, and only by virtue of their age do they warrant being collected. Fans like yourself can take heart that Dark Horse has published this volume, but all others should heed your opening line: There's good reason Silver Age fans think of Marvel and DC first.

Petty: Spoken like a true comics elitist, you Radioactive Ratfink. Just because something isn't appreciated by the teeming hordes doesn't mean it has no value. Sometimes, unearthing buried treasure reveals pearls beyond price, which is certainly the case here. Dark Horse: Give us more!

www.darkhorsecomics.com
ISBN: 1-59307-285-6

ONCE THEY ARE FIRED, WE'LL BE IN *SERIOUS* DANGER OF A RETALIATORY STRIKE!--THAT FIRE COULD TRIGGER A WAR!
THEN, THIS MAY BE THE *PERFECT* TIME TO *REVEAL* THE MAN OF THE ATOM! IF ANYONE CAN STOP THE FIRE--- *HE* SHOULD BE THE ONE!



SHOWCASE

Showcase ads are available at $109.00 each.
Typesetting is included in the cost.

J & S Comics

98 Madison Ave., Red Bank, NJ 07701 • 732-988-5717

Buying Collections - any size, any condition, and nearly all pre-1980 comics and magazines. Call, write or e-mail today!

Check out our ebay auctions. Seller name: jscomics
Over 600 auctions monthly.
Feedback 7,500 and rising!

e-mail us at: jandscomics@aol.com

COMIC HEAVEN

P.O. BOX 900
BIG SANDY, TX 75755
(903) 636-5555

CBG Customer Service Award

Send your want list or send for our free catalog.

ALLSTAR AUCTIONS

Always accepting consignments!

Why consign or sell through us? All Star Auctions has a loyal client base of thousands, accumulated over twenty years of service. We promote and offer your valuables via direct mail, catalogues, conventions, through the internet and extensive advertising. This has enabled us to consistently attain record prices in virtually all categories.

We are proud to be the #1 source of original comic art and related material dedicated exclusively to the field.

If you are interested in consigning, selling privately or taking advantage of our eBay Internet service, please contact:

Nadia Mannarino:
allstarauctions@allstarauc.com
201-652-1305 (P) 501-325-6504 (F)
www.allstarauctions.net

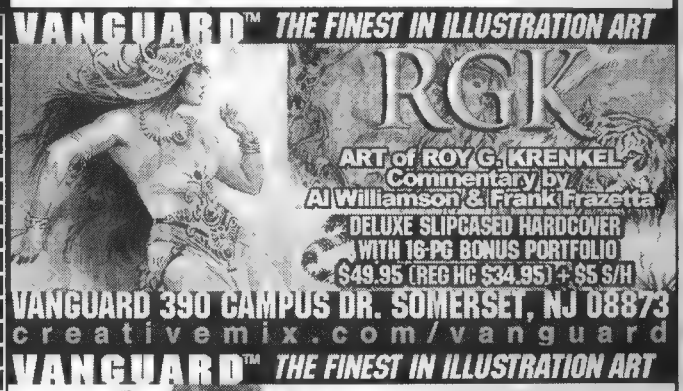
SETS, RUNS & A FEW GOOD SINGLES

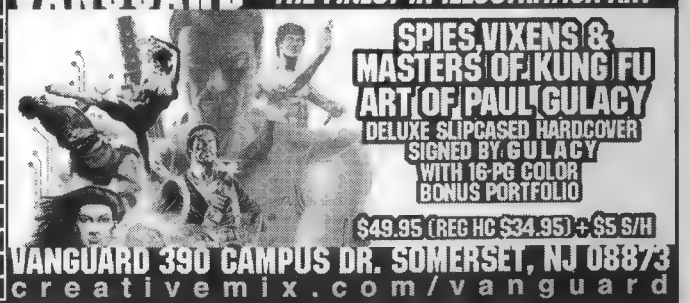
Acme Novelty Library 1-3, 5-15 most are 1st prints - $50; Alias 1-28 Brian Michael Bendis - $50; 80-Page giant 8 G - $30; American Flagg 1-22, 24-43, 46, 47, 49, 50, Sp. 1 adult - $50; Cadillacs & Dinosaurs 1-9 - $40; DC The New Frontier 1-6 - $30; Crisis On Infinite Earths 1-9 - $60; Final Night Preview, 1-4 - $25; Global Frequency 1-12 Warren Ellis - $30; Jinx Torso 1-6 - $20; Green Lantern 7, 9 G - $25 ea.; 17 F - $30; 18-20 G - $15 ea.; 40 G - $60; Showcase 23 G - $125, 24 VG $200; Ghost In The Shell 1-3 DH - $50; Superman (1st) 199 F- - $50; Journey 1-27 Wm Messner-Loebs - $50; Marvels 1-4 Alex Ross art - $18; Ruins 1, 2 Warren Ellis - $25; Scout 1-24 Tim Truman, sequel War Shaman 1-16 - $100.

$5 or less BOOK SALE --- over 350 books!!!!!

Softcover graphic novels, trades, mass-market paperbacks that originally sold for up to $25 now discounted to **$5 or less!** Broad range of titles: Batman, Blackmark, Blade, Couriers, Groo, Green Lantern, Hellblazer, Liberty Meadows, Perdition, Tarzan, Strangers In Paradise, Stray Bullets, Tor, Vampirella & more. Books by Eddie Campbell, Judd Winnick, Warren Ellis, Gil Kane, Brian Wood, Will Eisner, Brian Bendis. Mark Evanier, Frank Cho, Los Bros. Hernandez, Max Alan Collins, Greg Rucka & others.

Send for complete 20-page Comics & Stuff catalog:
Thomas Petitpas, 14509 Tyler St., Sylmar, CA 91342. 818/362-9990
smallstep@onemain.com

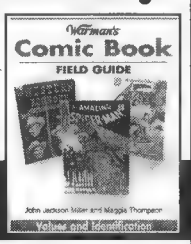

VANGUARD™ THE FINEST IN ILLUSTRATION ART
RGK
ART of ROY G. KRENKEL
Commentary by Al Williamson & Frank Frazetta
DELUXE SLIPCASED HARDCOVER
WITH 16-PG BONUS PORTFOLIO
$49.95 (REG HC $34.95) + $5 S/H
VANGUARD 390 CAMPUS DR. SOMERSET, NJ 08873
creativemix.com/vanguard


VANGUARD™ THE FINEST IN ILLUSTRATION ART
SPIES, VIXENS & MASTERS OF KUNG FU
ART OF PAUL GULACY
DELUXE SLIPCASED HARDCOVER
SIGNED BY GULACY
WITH 16-PG COLOR
BONUS PORTFOLIO
$49.95 (REG HC $34.95) + $5 S/H
VANGUARD 390 CAMPUS DR. SOMERSET, NJ 08873
creativemix.com/vanguard

The "Affordable Portable" for collectors on the go.

Values of over 20,000 of the most interesting comic books from 1935 to today. Includes 500 color photos and fascinating facts from the authors.

Softcover • 4¼ x 5¼ • 512 pages • 500 color photos
Item# WCFG • $12.99



Available in Comic Shops and bookstores nationwide or directly from the publisher by calling
800-258-0929 Offer CFHC

Krause Publications, *a division of F+W Publications, Inc.*
Offer CFHC, 700 East State Street, Iola WI 54990 • **www.krausebooks.com**

MAIL ORDER SUBSCRIPTION SERVICE

35% discount on ALL comics and trades you order!

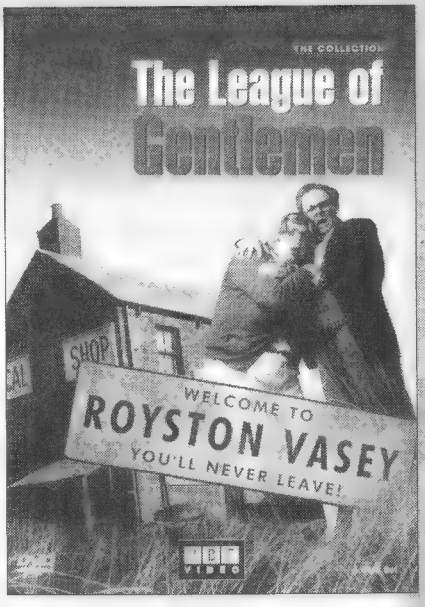
Arcade Entertainment
PO Box 301
Germantown, WI 53022
(262) 253-9003
www.ArcadeComics.com

The League of Gentlemen: The Collection

BBC Video

$99.98, 4 discs., 9 hrs. 49 min., available now

reviewed by **Maggie Thompson** ★★★★



This is *neither* Alan Moore's 1999 *League of Extraordinary Gentlemen* nor its 2003 film approximation — nor the 1958 John Boland caper novel that was adapted into the 1959 film *League of Gentlemen*. *This* League of Gentlemen (taking its name from the '50s work) is a comedy troupe comprising writer Jeremy Dyson and writer-performers Mark Gatiss, Steve Pemberton, and Reece Shearsmith. And this DVD set contains three seasons of their BBC-TV show and a holiday special. The description that springs to mind for their show is "grotesque": a series of comic (albeit dark and occasionally revolting) vignettes about inhabitants of the rural village of Royston Vasey, a village that evokes H.P. Lovecraft. (That tone is supported by the atmosphere of injudicious inbreeding due to the three men's playing all the parts, male and female.) The comic-book influence is most felt in the Christmas special from 2000, in which they apply the feel of 1970s E.C. Comics films to the stories (and discuss those comics in bonus material). Perhaps the most strangely appealing performances come from Pemberton as Local Shop clerk (and serial killer) Tubbs (shown left on the box cover) and jobs advisor Pauline: both revolting women for whom susceptible audience members may feel increasing, albeit inexplicable, affection, as their stories unfold. The four-star rating is *only* for those who can enjoy the blackest of comedy; the boxed-set bonus material is rich and plentiful. Delightfully disturbing.

www.bbcamerica.com

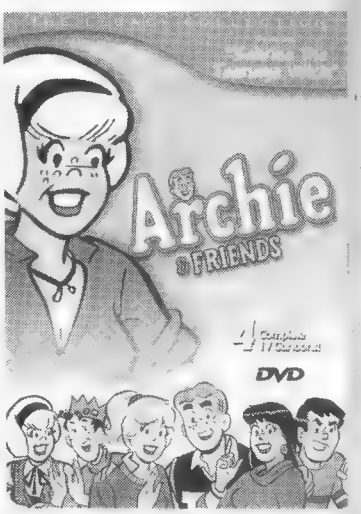
ISBN 1-4198-0732-3

Archie and Friends Present — Sabrina the Teenaage Witch

Archie

$12.98, 90 mins., available now

reviewed by **Tim Lasiuta** ★★



Straight from the comic book and onto TV screens, Archie and the gang from Riverdale entertained children beginning in 1968. Sabrina appeared as part of the cast and brought Cousin Ambrose, Salem, Aunt Hilda, and a variety of relatives to the topsy-turvy world of comic-book teen-age high jinks.

This DVD includes four episodes based on stories from the various Sabrina-themed books. "The Riverdale Pet Show" finds Salem entered in the Riverdale Pet Show and Jughead turned into a rabbit during school hours. Cousin Hexter visits the Riverdale Sea Aquarium and takes Hugh the Blue Whale home to Mommy in "The Riverdale Sea Aquarium." Can't forget the story here in which Aunt Hilda discovers that a football game against the Dragons doesn't include a live one. "Sabrina and The Ghoulies" finds Sabrina as Frankenstein's friend for a series of misadventures. "U.S. of Archie" finishes up this disc in true Archie fashion. You have to watch it to believe it!

Turn up the bass, though; the mono sound track is a minor irritation.

www.archiecomics.com

Man-Thing

Lion's Gate Home Entertainment

$26.98, 106 mins., available now

reviewed by **Timothy J. Wood** ★

Released on DVD this summer with little fanfare, the long-shelved *Man-Thing* film isn't the worst movie based on a Marvel character, but it is certainly the most flawed in the company's recent string of hits and near-hits.

The story jettisons most of Man-Thing's comic-book mythos and goes with a straight revenge-of-nature plot, complete with a Native American shaman and an oil tycoon whose villainy is beyond caricature. Nowhere in the movie is the comic book's "He who knows fear burns at the Man-Thing's touch" element, even though the film's tagline is, "Your fear is his deadliest weapon." This Man-Thing kills regardless, which lowers it to little more than glowing-eyed swamp monster, far from the multi-layered character Steve Gerber wrote about in the comic book's heyday.

The film follows the standard contemporary horror-movie template, utterly predictable and mostly dull. Lay this at the feet of writer Hans Rodionoff, because director Brett Leonard (*Lawnmower Man*) does a skillful job trying to build suspense, mostly via well-paced editing and minimal special effects. But he has little substance to work with. Even the actors seem to have been plucked from a horror-movie stock company. A bonus for comics fans: Three characters are named for key Man-Thing creators Gerber, Mike Ploog, and Val Mayerick (the coroner, played by the director).

www.lgf.com

The Man Called Flintstone

Warner Bros.

$19.95, 89 mins., available now

reviewed by **Tim Lasiuta** ★★★

"If he doesn't stop the notorious Green Goose, everyone could end up a dead duck!" the DVD case for "The Man Called Flintstone" proclaims. "See the beak phone! See the helicopter hat!" boasts the back cover. And Hanna Barbera delivers in this popular 1966 theatrical release that saw the Stones on the big screen for the first time.

The Flintstones are part of TV history. As a modern Stone Age family, they have appeared non-stop around the world since their debut in 1960. William Hanna and Joseph Barbera's cartoon dynasty took advantage of the James Bond craze, placing Fred in international danger, complete with spy gadgets and the other conventions that spy films are known for.

Starring the voices of Alan Reed, Mel Blanc, and Jean Vanderpyl, this film is better animated than the TV show. The screenplay by Harvey Bullock and R.S. Allen draws deeply on the spy genre while preserving the elements that make the Flintstones a perennial favorite.

As a dyed in the wool Flintstones fan, I can say *The Man Called Flintstone* rocks!

www.warnerbros.com

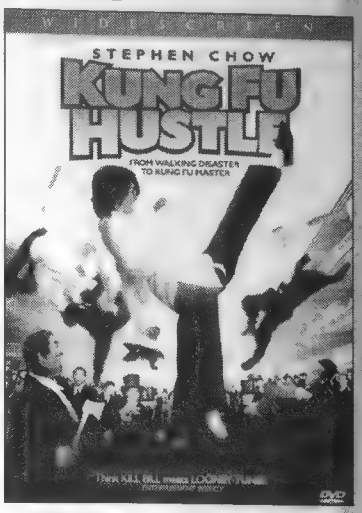
Kung Fu Hustle

Columbia Tristar

$28.95, 99 mins., available now

Writer: Stephen Chow

reviewed by **Oliver Chin** ★★★½



In a China of yore, Scamming Sing pretends to be a member of the dreaded Axe Gang to extort a lowly apartment complex. But, when the poor resist, the *real* thugs arrive, and three resident kung fu masters reveal themselves, all hell breaks loose. The mobsters up the ante by hiring musically inclined assassins to eliminate the rebels. Then the landlords demonstrate they are even more skilled martial artists to defend their dear tenants.

Desperate to enforce their rule, the gang accepts Sing into their fold — *if* he can spring the legendary killer "The Beast" from jail. Having lost his childhood ideals in the school of hard knocks, Sing finally realizes that he's done wrong, but will he live long enough to become the mythical Chosen One?

With *Shaolin Soccer* under his black belt, Stephen Chow fashions a fantastic farce that sends up the Hong Kong genre with fists of fury and flights of fancy footwork. This post-modern menagerie of cartoons, computerized choreography, comedy, and concussions yields belly laughs of both bewilderment and amusement.

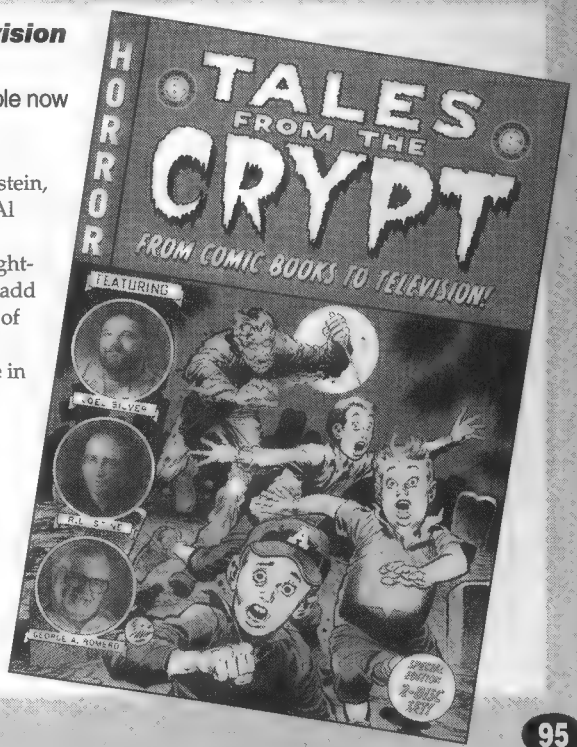
www.sonypictures.com

Tales from the Crypt, from Comic Books to Television

CS Films

$29.99, 56 mins. (main feature plus three hours of bonuses), available now

reviewed by **Tim Lasiuta** ★★★



I was born too late to appreciate E.C. Comics during their first run. I was born too late to experience the vacuum their departure left on newsstands.

Fortunately, I was *not* born too late to collect and read the Russ Cochran reprints nor to enjoy the TV show and movie.

But even with that appreciation of the E.C. legacy, I was not prepared for *Tales from the Crypt, from Comic Books to Television*.

This documentary is amazing. But it is not just the source material that pushes it over the top.

From *Tales from the Crypt* to *Shock SuspenStories* to the short E.C. Comics Code compliance time, it's all here.

Interviews with Jack Davis, Jack Kamen, Ray Bradbury, Al Feldstein, Jerry Weist, Marie Severin, Al Williamson, Russ Cochran, George Romero, Bernie Wrightson, and Robert Overstreet, add texture and an appreciation of the contribution the E.C. comics genre had on culture in general.

A non-comics fan summed up her reaction to the film this way: "Do you have any of those? I have to read them!" 'Nuff said, folks.

www.cryptdvd.com

ISBN: 0-615-12616-2

Zatch Bell Vol. 1 and 2

Viz

$9.99@, b/w, 192 pgs.@, available now
Writer and artist: Makoto Raiku
reviewed by **S.A. Bennett** ★★★★

Kiyo may be a junior-high genius but he's also a conceited creep, which is why his absent archeologist father sends him Zatch Bell, a childlike creature with magic powers and a powerful spell book. Zatch — and 99 others like him — have come from another dimension because they need human partners to battle for the title of King of the Mamodos.

But Zatch, who looks more like a creepy ventriloquist's dummy in a dress than a kid, is more interested in helping Kiyo make friends and be a better person. And it's that focus that elevates this heads and shoulders above other formulaic boys fighting manga.

Because, while there's plenty of Harry Potter-style magical duels here, far better are the profoundly silly moments. Such as when Kiyo's daffy but sweet friend Suzy creates a well-intentioned get-well gift by drawing faces on fruit. Or when innocent Zatch unconditionally adores Kiyo's shoddy gift of "Vulcan 300," a "giant robot" he's constructed out of a juice box and chopsticks. It's enormous fun.

www.viz.com
ISBN: (Vol. 1) 1-59116-586-5
(Vol. 2) 1-59116-588-1

Kamichama Karin Vol. 1

Tokyopop

$9.95, b/w, 192 pgs., available now
Writer and artist: Koge-Donbo
reviewed by **S.A. Bennett** ★★

Young orphan Karin lives with a stern aunt (who actually expects her to do well in school, the monster) and is bad at sports, and her cat just died. Then, her mother's ring gives her fantastic powers and she's rescued from a humdrum existence by a pair of pretty pre-teens, Kaumza (mean and sexist) and Himeka (pretty but ditzy).

They whisk her to a mansion so she can be trained to use her powers, and she's enrolled in an exclusive academy. It's ordinary magical-girl wish-fulfillment stuff, although this one has the disturbing battle cry, "I am God!" Happily, she only borrows the power divine to protect herself and others and is more interested in swooning over boys than fighting.

Here, the cuteness level goes all the way to 11, making *Sailor Moon* look like *Sin City*. All the characters start out unbearably, cute and, while they never become super-deformed, they're condensed so often they start taking on the ovoid shapes of early *Peanuts* characters. If you like this kind of thing, it's OK.

www.tokyopop.com
ISBN: 1-59532-847-5

Pieces of a Spiral Vol. 1

DC/CMX

$9.99, b/w, 202 pgs., available now
Writer and artist: Tachibana Kaimu
reviewed by **S.A. Bennett** ★

Lost souls Sakiya and Wayko are reborn in modern Japan and are only just rediscovering themselves, when they learn their mentor Bishu is also there and have to use their strange new powers to rescue him from demonic forces.

I'll be the first one to admit it: I just didn't get this one; I *definitely* don't get why CMX felt it worthy of translation. I'd suspect that it's some kind of pretty-boy romance, but, from start to finish, Volume One is almost entirely lacking in action, interpersonal or otherwise.

Regardless of genre, it commits the mortal sin of being dull when it comes to setting, plot, characters, and conflicts. As usual when this sort of thing happens, we're promised that things will really start popping in the *next* volume, when the cast is sent hurtling through the spiral of time (at last, an obscure title is revealed; it would make a great name for an alternative rock band) to feudal Japan. From what's on display here, I don't believe it.

www.cmxmanga.com
ISBN: 1-40120-746-4

Love Roma Vol. 1

Del Rey

$10.95, b/w, 208 pgs., available now
Writer and artist: Minoru Toyoda
reviewed by **S.A. Bennett** ★★★½

Hoshino doesn't even know Negishi's name, yet (in a complete reversal of normal manga high-school etiquette) fearlessly asks her out in front of their entire class. The classmates apparently have no social lives of their own and eagerly devour each detail of the burgeoning relationship that Hoshino (clearly having no concept of boundaries) cluelessly reveals. And we're lucky enough to witness every minor hiccup and upheaval in their ordinary, most extraordinary romance.

And that's pretty much all there is to *Love Roma*: no cross-dressing, magic, or aliens; it even manages to avoid most of the high-school romance clichés. Though Hoshino does get slapped a bit, and there's a "lunchbox battle" that wouldn't be out of place in *Ranma fi*, if you added explosions and giant mallets.

Mostly, readers just follow around the clumsy couple and witness their awkward miscommunications, most predicated (and resolved) by Hoshino's remarkably goodhearted honesty and Negishi's quick common sense. It's done in a wonderfully simple art style that defines conventional manga styles and standards.

www.delreymanga.com
ISBN: 0-34548-262-X

Mantis Woman

Studio Ironcat

$12.95, b/w, 180 pgs., available now
Writer and artist: Senno Knife
reviewed by **S.A. Bennett** ★★★

Those needing an antidote to the seemingly endless number of romantic-comedy manga need look no further than this anthology of gruesome horror stories, most of which take place in a particularly horrific version of high school.

They're more urban legend than traditional horror story, but be forewarned: Logic is never allowed to get in the way of bloody (and much-deserved) revenge.

They also all have the same soggy "twist" and, while the art's only so-so, they can be a lot of creepy fun — *if* you have a strong stomach. As in the titular "Mantis Woman," in which an evil teacher turns wicked adolescents into masked-amputee-doll-things that go around killing other teens. But the weirdest has to be "Hell's Gumball Machine"; it has to be seen to be disbelieved.

The highlight is "The Zenda Family's Hell" involving a weird (but happy) Addams Family-type clan who move into a "nice" neighborhood and start punishing their neighbors with a trip to their personal pit of eternal torment for the most minor of infractions.

www.ic-ent.com
ISBN: 1-92909-068-4

Cannon God Exaxxion: Stage 4

Dark Horse

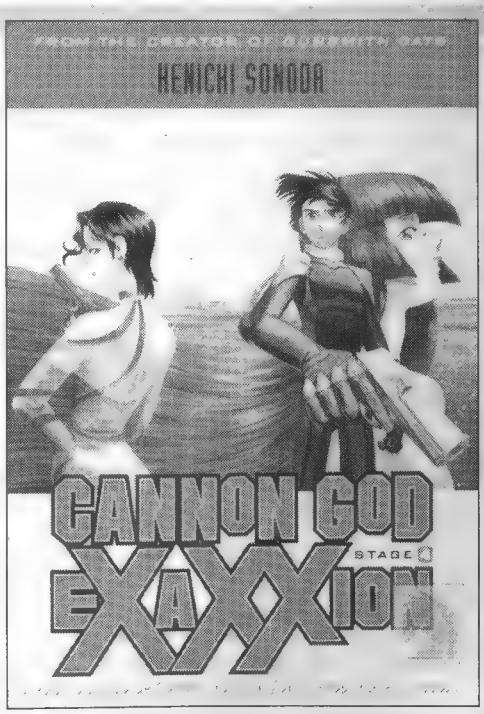
$15.95, b/w, 208 pgs., available now
Writer and artist: Kenichi Sonoda
reviewed by **Oliver Chin** ★★★½

Battling the incipient alien domination of Earth, teen-ager Hoichi Kano masters the giant robot Exaxxion with increasing ruthlessness. As innocent bystanders continue to suffer, the mass media has distorted his heroism, much to his dismay. Now, he must destroy the Riofaldian's own monstrous mecha or die trying.

However, the enemy pilots are savvy enough to disarm and immobilize Exaxxion and force both Hoichi and his able-bodied assistant Isaka to abandon his girlfriend Akane and her dazed parents in the cockpit. Now on foot, can they accomplish what they couldn't do within a megaton war machine? If they fail, will Hoichi's grandfather and his crew of bionic babes be able to pick up the pieces?

The world of *Gunsmith Cats* seems light years away in firepower, bodycount, and sensuality. As at ease in outer space as he was on the streets of Chicago, Kenichi Sonoda hits his stride on new turf, employing his trademark technical draftsmanship, bombastic action scenes, and penchant for fleshing out fetching females in skintight flight suits.

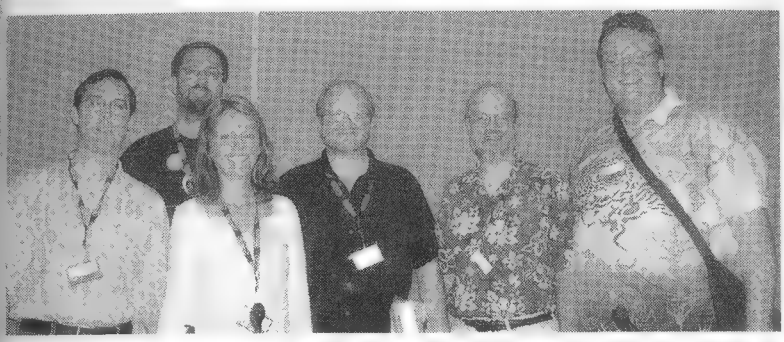
www.darkhorse.com
ISBN: 1-59307-338-0



Remember — they're all easy if you know 'em!

The 2005 Pro/Fan Trivia Quiz!

by CRAIG SHUTT



The trivia participants were (left to right): Todd Allen, Matt Holmes, Sidne Gail Ward, Mark Waid, Craig (Mr. Silver Age) Shutt, and Mike Chary.

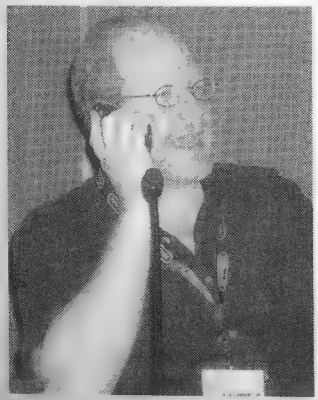
Dear Mr. Silver Age,

Did the Fans finally beat Mark Waid in this year's Pro/Fan Trivia Challenge at Wizard World Chicago in August? Oh, if only I could have been there, I could have helped the fans turn the tide in this battle of the trivia titans!

Uatu
The Moon

Mr. Silver Age says: The Fans nearly pulled an upset this year, nailing enough questions in The Lightning Round to cause Mark Waid to sweat it out to the very end. But Mark managed to hold on, retaining the championship crown that he has worn for all nine contests, first with a group of other Pros and all on his lonesome since 2000. It truly is an amazing (and highly entertaining) thing to see.

Although the contest was closer than in prior years, Mark Waid didn't really need to use his "phone a friend" option (and he didn't).



And I don't doubt that you would've known some of the answers. Many fans in the audience knew a bunch, I'm sure, and, on a few occasions, I gave them a chance to show that off after both the Fan and Pro teams came up short. One audience member, for instance, quickly responded with the identity of the only person to speak on an *Avengers* cover between #2 and #67.

It's obvious, once you realize the answer, of course. But would you have realized it *in time*? Could you have answered these trivia questions with the confidence and speed with which you can answer them at home while staring at a roomful (a *big* roomful, I'm happy to say) of eager, know-it-all fans? And could you do it while time ticked down? Could you buzz in early enough on the toss-up questions but wait long enough to have all the information?

Those are the real questions to be answered. And the toss-ups are trickier than it might appear, when you have to adjust your answer as you listen to the question while your hand is twitching. For instance, the Scarecrow category came right after the Doctor Doom category, a natural progression this movie summer, right? Except the toss-up question's final five words weren't what the teams were expecting, causing some quick shifting of mental gears. They appreciated the mind manipulation, and it took only a few minutes for those restraining Mark to settle him back down.

Lightning Round questions traditionally count for a sufficient score to allow the Fan team to catch the Pros (*i.e.*, Mark), if they do well. This year, the score stood at 800 to 500 at the end of the final round of questions, so we made the Lightning Round questions worth 50 points apiece — and the Fans suddenly started kicking butt. Mark rallied to score a not-as-close-as-it-looks-but-still-exciting final victory of 950 to 800.

How would *you* have done? The contest covers only DC and Marvel comics between *Showcase* #4 and *Fantastic Four* #102. (Don't even *think* about asking why.) Toss-ups, which had to be answered individually, were worth 10 points, while Team questions, on which members could confer, were worth 10, 20 and 30 points, respectively, because they allegedly got harder. Precise scorekeeping was provided by the sufficiently talented Brent Frankenhoff, *CBG*'s own managing editor, who we convinced could keep his shoes on and still get the job done. You'll have to keep your own score. Good luck!

Famous firsts

T. Who was the first hero to battle Mephisto?

1. Who was the first super-villain to battle Daredevil?

2. With whom did Hawkman first team up in *The Brave and the Bold*?

3. Who was the first super-villain Iron Man faced who returned to face him again during the Silver Age?

QUICKLY THE CAPED CRUSADER EXPLAINS ALL TO HIS FELLOW JUSTICE LEAGUER...
HMM... THAT'S QUITE A STORY, BATMAN! NATURALLY WE'LL COOPERATE IN TRYING TO THROW THIS MYSTERIOUS BLOODHOUND OFF THE TRAIL!
THANKS, CARTER! FIRST LET ME GIVE YOU THIS HALF-DOLLAR!
ARE YOU SURE A RICH PLAY-BOY LIKE BRUCE WAYNE CAN SPARE IT? HA! HA!

Hawkman teamed up with Batman in* The Brave and the Bold*, of course, but with whom did he first team up?

The name is Doom!

T. In his debut in *Fantastic Four* #5, Doctor Doom used which member of the team as a hostage?

1. With whom did Doctor Doom once exchange brains in order to try to gain entry to the Baxter Building?

2. What is the name of Doctor Doom's father?

3. What does Doom have to do in order to take off his mask?

That nasty Doctor Doom took one of our favorite Four hostage when he first met them in* Fantastic Four *#5. Who was it?

The Scarecrow!

T. With what animal did The Scarecrow fight Iron Man in *Tales of Suspense* #51?

1. What "calling card" did The Scarecrow leave behind when he battled The Dynamic Duo in *Batman* #189?

2. Name either of the two fears The Scarecrow induced in Batman during their battle in *Batman* #189.

3. Name either of the two types of animals The Scarecrow used to attack The Dynamic Duo while they were incapacitated in *Batman* #189.

It would've been easier to make up good Scarecrow questions, if he'd appeared in more than one Silver Age comic.

FOREWARD LEAP THOSE HIGHLY TRAINED BODIES! WITH EVERY MUSCLE TRAINED FOR COMBAT, WITH EVERY SENSE ALERT FOR DANGER--- THEY ARE LIVING WEAPONS!
WELCOME DYNAMIC DUO! YOU HAVE VENTURED INTO MY TRAP!

Famous accomplishments

T. Who invited Hawkman to join The JLA?

1. Who was the second JLA member to resign?

2. After *Avengers* #2, only one person spoke a line of dialogue on an *Avengers* cover for 65 issues. Who was on the other end of that word balloon?

3. Who was the first penciller other than Steve Ditko to draw a story in *Amazing Spider-Man*?

HOLDING THEIR MONTHLY MEETING IN THE HOME OF TONY STARK, MILLIONAIRE WEAPONS MAKER, THE AVENGERS DON'T SUSPECT HE IS REALLY ONE OF THEIR MEMBERS... THE ONE CALLED IRON MAN!
I TELL YOU WE'VE GOT TO FIND THE HULK! SO LONG AS HE IS RUNNING WILD, THERE'S NO TELLING WHAT HE'LL DO!*
IRON MAN IS RIGHT! SO SAYS THOR!
BUT HOW DO WE FIND HIM??
HE'S ONE JOKER YOU CAN'T PIN IN THE CLASSIFIED ADS!
*IN OUR LAST ISSUE, THE HULK UNEXPECTEDLY QUIT THE AVENGERS!

The Avengers did a lot of jabbering, but only inside. Who was the only person to speak on the cover between #3 and #67?

Just simply J.S.

Every answer has the initials J.S.

T. Who had the hots for Whitney Frost?

1. Whom did Spider-Man battle in Steve Ditko's last issue of *Amazing Spider-Man* (#38)?

2. Who inked *Incredible Hulk* in 1968?

3. Who drew Captain America's battle with The Planner in *Tales of Suspense* #87?

THEN APPLIED THE SHATTERING EGO-BLOW!
--BY APPEARING AS HIS DOUBLE SELVES--- KICK JONES AND CAPTAIN MARVEL!
YES--AN EXCELLENT PLAN I DESIGNED!
YOU--? ITS SUCCESS LIES ONLY IN MY WARRIOR STRENGTH!

Sadly, I was unable to fit Jim Starlin into my wacky Just Simply J.S. category, but I had lots of other choices.

Tryouts

T. Who was the first star of *Marvel Super-Heroes*?

1. Who was the first non-super-hero to star in *Marvel Super-Heroes*?

2. Who was first to appear in two consecutive issues of *Showcase*?

3. Which hero was the first to have his own logo appear on the cover of *The Brave and the Bold*?

Fireman Farrell wasn't the first Showcase character to appear on two straight covers. Who was?

Creator credits

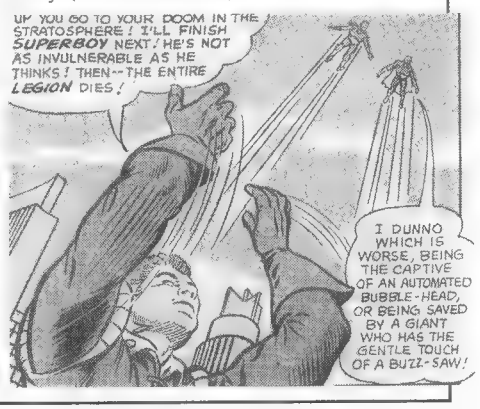
Who were the first writer and artist to work on these characters?

T. Amos Fortune

1. The Vision

2. Guardians of the Galaxy

3. Colossal Boy (not Micro Lad)


UP YOU GO TO YOUR DOOM IN THE STRATOSPHERE! I'LL FINISH SUPERBOY NEXT! HE'S NOT AS INVULNERABLE AS HE THINKS! THEN--THE ENTIRE LEGION DIES!
I DUNNO WHICH IS WORSE, BEING THE CAPTIVE OF AN AUTOMATED BUBBLE-HEAD, OR BEING SAVED BY A GIANT WHO HAS THE GENTLE TOUCH OF A BUZZ-SAW!

Which writer and artist were first to work on a story featuring Colossal Boy (not Micro Lad)?

Is it real — or is it a Hoax, a Dream, or an Imaginary Story?

Which of those four descriptions explains this scenario?

T. Blackhawk marries Lady Blackhawk in *Blackhawk* #155.

1. Lois Lane marries Batman in *Lois Lane* #91.

2. Lex Luthor goes back in time, marries Lara, and becomes Kal-El's father in *Superman* #170.

3. Superboy finds his parents floating in a rocket ship in outer space with kryptonite poisoning, preventing Kal-El from coming near, in *Superboy* #158.

That lucky Blackhawk married Zinda in #155! Was it real, a hoax, a dream, or — something else?

Whose pet?

Which hero owned this animal?

T. Blackie

1. Cosmo

2. Lena

3. Doto

We know who owned these super-pets, of course. But who owned the ones listed in this category?

ONE DAY, IN THE 30th CENTURY, FIVE SUPER-ANIMALS FROLIC THROUGH THE VOID...
WHEEE! SUPER-TAG IN SPACE! IT'S NOT EVERY DOG WHO CAN PLAY THIS GAME!
I WONDER WHAT ORDINARY CATS DO FOR FUN?

Creator mistakes

Nobody's perfect

T. What mistake did Julius Schwartz show Batman making in his first New Look issue?

1. By what wrong name did Doctor Octopus address Spider-Man in *Amazing Spider-Man* #3?

2. In two straight issues of *Tales to Astonish* (#61 and #62), Major Talbot and Rick Jones called Betty Ross by what wrong name?

3. Rick Jones identified The Hulk's other identity by what wrong name when talking with The Space Phantom in *Avengers* #2?

Spidey's cast was pretty chatty on his early covers. Who was the first to speak besides The Wallcrawler?

Really strange tales

T. Where did Spider-Man and The Human Torch frequently meet?

1. What villain revealed to Johnny Storm that The Human Torch's secret identity was known to everyone?

2. Which villain battled Johnny the most often in *Strange Tales*?

3. Who was the first villain The Human Torch faced in *Strange Tales*?

BLAST YOU KIDS! I TOLD YOU A MILLION TIMES TO STAY AWAY! NOW, I'LL TEACH YOU A REAL LESSON!
GOSH! THE SORCERER MUST'VE FLIPPED! HE'S CHASING KIDS AWAY FROM HIS RAMSHACKLE MANSION AS USUAL, BUT HE'S NEVER BEFORE SCARED THEM WITH DOGS!
THAT'S CARRYING ECCENTRICITY TOO FAR!

The Sorcerer chased The Torch off his lawn only once in* Strange Tales*. Who fought him the most?

Jimmy Olsen escapades

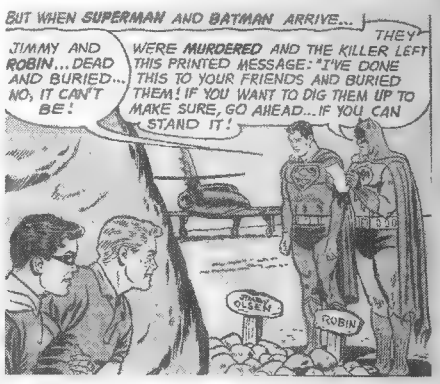
T. What was Jimmy's secret-agent name?

1. What was the name of Jimmy's rock 'n' roll cousin?

2. What was the name of Robin and Jimmy's secret headquarters?

3. Name Jimmy's three aliases when he dressed up as a woman.

Jimmy Olsen and Robin hatched some of their goony schemes in their secret HQ. What was it called?


BUT WHEN SUPERMAN AND BATMAN ARRIVE...
JIMMY AND ROBIN... DEAD AND BURIED... NO, IT CAN'T BE!
THEY WERE MURDERED AND THE KILLER LEFT THIS PRINTED MESSAGE: "I'VE DONE THIS TO YOUR FRIENDS AND BURIED THEM! IF YOU WANT TO DIG THEM UP TO MAKE SURE, GO AHEAD... IF YOU CAN STAND IT!
JIMMY OLSEN
ROBIN

Letters columns

What was the name of the letters column in this title?

T. *Captain America*

1. *Aquaman*

2. *The Incredible Hulk*

3. *Our Army at War*

Even with his busy schedule, Cap still read his fans' letters. What was his letter column called?

Famous covers

T. Who was the villain shown on the cover of the first issue of *The Flash*, #105?

1. Name one of the Avengers candidates shown on the cover of #16 who did not become a team member.

2. Who was the first person to speak on a cover of *Amazing Spider-Man* who was not Spidey?

3. Who was the head pin when Mr. Memory bowled the Atom bomb on the cover of *JLA* #14?

SO GREAT IS THE HUMAN WHIRLWIND'S SPEED--HE BORES THROUGH THE SOLID BRICK WALL LIKE A GIGANTIC DRILL... AS THE TURTLE MAN TAUNTS...
HE...DOESN'T...KNOW...I...ANTICIPATED...HIS... RETURN...AFTER...I...SAW...HIM...ENTER... THE VAULT WHERE...I WAS...HOPING
HA.. HA... HA
KUNG

The Flash met The Turtle in* Showcase *#4, but whom did he face on the cover of his new title's first issue?

Teammates

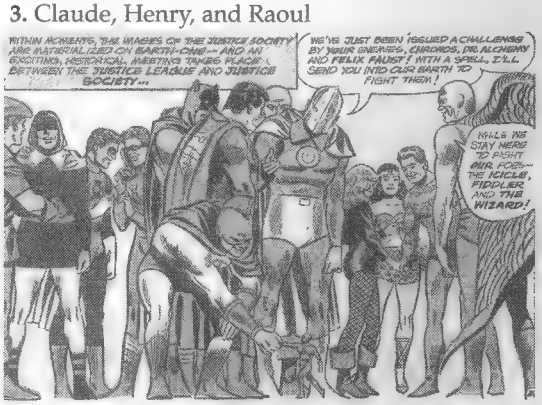
Which team did this person belong to?

T. Martinex

1. Doctor Spectrum

2. Ledby Hand

3. Claude, Henry, and Raoul


WITHIN MOMENTS, THE IMAGES OF THE JUSTICE SOCIETY ARE MATERIALIZED ON EARTH-ONE-- AND AN EXCITING, HISTORICAL MEETING TAKES PLACE BETWEEN THE JUSTICE LEAGUE AND JUSTICE SOCIETY...
WE'VE JUST BEEN ISSUED A CHALLENGE BY YOUR ENEMIES, CHRONOS, DR. ALCHEMY AND FELIX FALIST! WITH A SPELL, I'LL SEND YOU INTO OUR EARTH TO FIGHT THEM!
WHILE WE STAY HERE TO FIGHT OUR FOES-- THE ICICLE, FIDDLER AND THE WIZARD!

"Hey!" Atom asked the Atom in* Justice League of America *#21, "Do any of you guys know what group Martinex was in?"

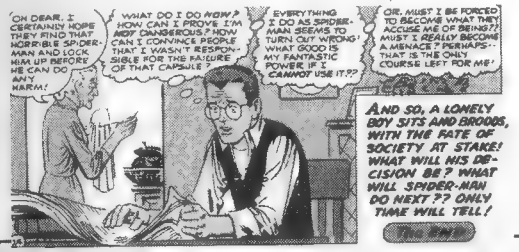
Story titles

T. What was the name of the story that introduced Superman's cousin, Kara?

1. What was the name of the *Fantastic Four* story immediately after the Galactus trilogy, in which a man impersonates Ben Grimm in order to gain access to The FF and destroy them?

2. What was the name of the first Batman story in *Detective Comics* featuring his New Look?

3. The first story in the first issue of *Amazing Spider-Man* #1 was called "Spider-Man." What was the name of the second story?


OH DEAR, I CERTAINLY HOPE THEY FIND THAT HORRIBLE SPIDER-MAN AND LOCK HIM UP BEFORE HE CAN DO ANY HARM!
WHAT DO I DO NOW? HOW CAN I PROVE I'M NOT DANGEROUS? HOW CAN I CONVINCE PEOPLE THAT I WASN'T RESPONSIBLE FOR THE FAILURE OF THAT CAPSULE?
EVERYTHING I DO AS SPIDER-MAN SEEMS TO TURN OUT WRONG! WHAT GOOD IS MY FANTASTIC POWER IF I CANNOT USE IT??
OR, MUST I BE FORCED TO BECOME WHAT THEY ACCUSE ME OF BEING?? MUST I REALLY BECOME A MENACE? PERHAPS--THAT IS THE ONLY COURSE LEFT FOR ME!
AND SO, A LONELY BOY SITS AND BROODS, WITH THE FATE OF SOCIETY AT STAKE! WHAT WILL HIS DECISION BE? WHAT WILL SPIDER-MAN DO NEXT?? ONLY TIME WILL TELL!

What was the name of the second story in* Amazing Spider-Man *#1 (the one following this panel)?

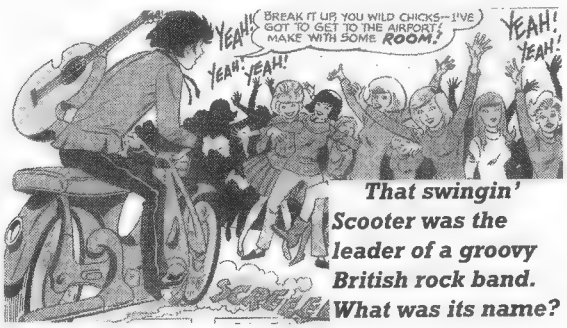
Teen-agers

T. Who went out with Buzz Baxter?

1. By what other name was the character Willy Newton known?

2. If you wanted to call to get a Date with Judy, under what last name would you look her up in the phone book?

3. What was the name of Scooter's band?



That swingin' Scooter was the leader of a groovy British rock band. What was its name?

Arch foes

Which hero did this villain target?

T. Egg Fu

1. Animal-Vegetable-Mineral Man

2. Lord Shilling

3. The Locust

LISTEN, KIM! I'VE BEEN AN INSECT-GIRL MANY TIMES, AS YOU KNOW, AND IT'S A BALL!
YES, FOR YOU, BECAUSE YOU ALWAYS CHANGE BACK TO HUMAN FORM! BUT I'M STUCK WITH THIS BEE-SHAPE FOR GOOD! IT'S REPULSIVE!

Superboy had to face the repulsive Bee Boy, but who battled the even more deadly Locust?

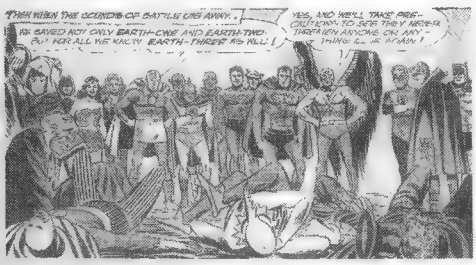
Golden Agers

T. Which JSA member received his own series during the Silver Age?

1. What two Golden Agers battled The Psycho Pirate in *Showcase* #56?

2. Who was the villain in the first issue of Sub-Mariner's new series in *Tales to Astonish* (#70)?

3. Which member of The JSA suggested the team come out of retirement in *The Flash* #137?


THEN WHEN THE SCIENCE OF BATTLE DIES AWAY...
YES, AND WE'LL TAKE PRECAUTIONS TO SEE THAT NEVER HAPPENS AGAIN--OR ANY THING LIKE IT AGAIN!
WE SAVED NOT ONLY EARTH-ONE AND EARTH-TWO! BUT FOR ALL WE KNOW, EARTH-THREE AS WELL!

Which member suggested that The JSAers should meet regularly after they returned to superheroing?

Imaginary Stories

T. Who captured Luthor after he killed Superman in "The Death of Superman" in *Superman* #149?

1. Whom did Wonder Woman team up with in Impossible Tales?

2. In Alfred's Batman II stories, what was the real name of Robin II?

3. In what title did the first story termed an "Imaginary Story" appear?

In Alfred's tales, Dick Grayson grew up to become Batman II, but who became Robin II?

Famous first words

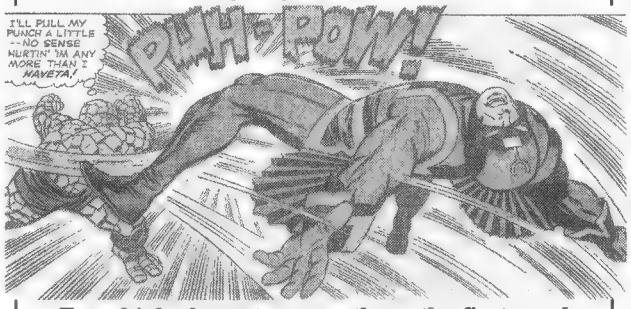
Identify the speaker of this line of dialogue.

T. "So that is the human creature who dares defy Dormmamu."

1. "Ages ago, the gods condemned me to be trapped within this tree!"

2. "Holy cow, I'm not dead! I don't even hurt! It can't be!"

3. "Get out of my way, insect."



For which character were these the first words ever spoken? Here's a hint: Don't guess BB.

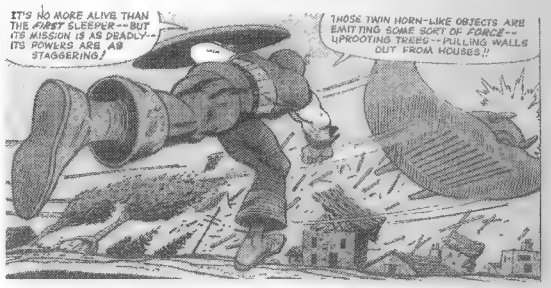
War is heck

T. What did the third Sleeper resemble?

1. In what title did Gunner and Sarge team up with Pooch?

2. Who is the sister of Captain America's World War II girlfriend?

3. What was Flash Thompson's Army rank when he came home on leave in *Amazing Spider-Man* #72?


IT'S NO MORE ALIVE THAN THE FIRST SLEEPER -- BUT ITS MISSION IS AS DEADLY -- ITS POWERS ARE AS STAGGERING!
THOSE TWIN HORN-LIKE OBJECTS ARE EMITTING SOME SORT OF FORCE -- UPROOTING TREES -- PULLING WALLS OUT FROM HOUSES!!

Despite their name, The Sleepers were pretty darn exciting. What did the third one resemble?

It's all relative(s)

T. Who was related to Tino Manary?

1. Who killed Karen Page's father?

2. Who killed Hawkeye's brother Barney?

3. What super-villain was Matt Murdock fighting when he thought up the idea of creating a brother named Mike?

MOTHER...CAN YOU GO BACK ALONE?
I'D LIKE TO STAY HERE... JUST FOR A MINUTE!
BUT EVEN TWO DAYS LATER, SUCH WORDS BRING SCANT CHEER BENEATH A WEEPING SKY...
YES... OF COURSE, DEAR!
I...I UNDER-STAND...

Karen Page was grief-stricken after her father's death in* Daredevil *#57. Who killed her father?

Fake names

Who was really behind this false moniker?

T. Detective Chimp

1. Sandra Rogers

2. The Schemer

3. Gem Girl

WE'LL USE GUERILLA TACTICS... WE'LL HIT WHERE HE'S WEAKEST...AND THEN RUN.
WE'LL STRIKE QUICKLY ...SUDDENLY... ALWAYS WHERE THEY LEAST EXPECT IT.
BUT WHAT IF THE KINGPIN HIMSELF RETURNS? WHAT IF WE HAVETA FACE UP TO HIM?
NO ONE BUT SPIDER-MAN'S EVER TANGLED WITH 'IM AND WALKED AWAY.

We all knew him as The Schemer, but what was this mug's real name?

Is it real — or is it a Hoax, a Dream, or an Imaginary Story?

Which of those four options is this tale?

T. Jimmy Olsen marries Lucy Lane in *Jimmy Olsen* #100?

1. Batman's secret identity is revealed to the world and he takes a new identity as a cab driver in *Batman* #151?

2. Batman sends Lois Lane a Batwoman costume and a note proposing marriage while Superman watches in *Lois Lane* #14?

3. Green Lantern marries Carol Ferris in "Green Lantern's Wedding Day" in *Green Lantern* #32?

Jimbo finally pulled the matrimonial trigger to celebrate #100! But was it real — or was it one of The Big Three?

Villainous teams

T. Who formed The Diabolical Duo to battle The Fantastic Four?

1. What two villains teamed with The Black Widow to kill The Avengers in *Avengers* #29?

2. Name Electro's Emissaries of Evil who battled Daredevil.

3. Name the members of The Lethal Legion who battled The Avengers in #78.

Who formed The Diabolical Duo to battle The Fantastic Four? Here's a hint: It wasn't these guys.

Famous last words

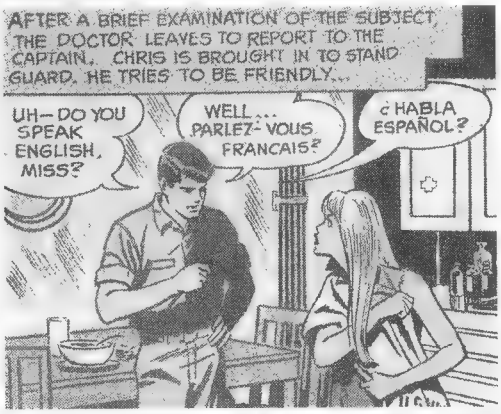
Identify the speaker of this line of dialogue.

T. "Now listen to my last words! You must always use your super-powers to do good. Uphold law and order. Good luck, my son … and goodbye!"

1. "Tell my wonderful American sergeant … how much I love him!"

2. "Cyber's mob snatched me from the hospital … they're up above!"

3. "My son is proud of me! Nothing can ever change that now!"


AFTER A BRIEF EXAMINATION OF THE SUBJECT, THE DOCTOR LEAVES TO REPORT TO THE CAPTAIN. CHRIS IS BROUGHT IN TO STAND GUARD. HE TRIES TO BE FRIENDLY...
UH—DO YOU SPEAK ENGLISH, MISS?
WELL... PARLEZ-VOUS FRANCAIS?
¿HABLA ESPAÑOL?

For what character were these the final words he or she spoke? Here's a hint: Don't guess Dolphin.

ANSWERS

FAMOUS FIRSTS
T. Silver Surfer
1. Electro
2. Aquaman
3. The Melter

THE NAME IS DOOM!
T. Sue Storm / Invisible Girl
1. Daredevil
2. Werner Von Doom
3. Touch his ring

THE SCARECROW!
T. Crows
1. Straw
2. Falling / being blind
3. Leopard / panther

FAMOUS ACCOMPLISHMENTS
T. The Atom
1. Martian Manhunter / J'onn J'onzz
2. Captain America ("Avengers Assemble!" on *Avengers* #16)
3. Jack Kirby (in #8)

JUST SIMPLY J.S.
T. Jasper Sitwell
1. Just a Guy Named Joe (Smith)
2. John Severin
3. Jack Sparling

TRYOUTS
T. Captain Marvel
1. Phantom Eagle
2. Challengers of the Unknown
3. Viking Prince

CREATOR CREDITS
T. Gardner Fox / Mike Sekowsky
1. Roy Thomas / John Buscema
2. Arnold Drake / Gene Colan
3. Jerry Siegel / Jim Mooney

IS IT REAL, OR IS IT A HOAX, A DREAM, OR AN IMAGINARY STORY?
T. Dream
1. Imaginary story
2. Dream (no matter what the cover says!)
3. Real

WHOSE PET?
T. Blackhawk (hawk)
1. The Challengers of the Unknown (alien)
2. Cave Carson (lemur)
3. Bomba the Jungle Boy (monkey)

CREATOR MISTAKES
T. Holding a gun
1. Superman
2. Betty Brant
3. Don Blake

REALLY STRANGE TALES
T. The Statue of Liberty
1. The Acrobat
2. The Wizard
3. The Destroyer (and the Commies, of course)

JIMMY OLSEN ESCAPADES
T. Agent Double-Five
1. Chip O'Doole
2. The Aerie
3. Julie Ogden / Leslie Lowe / Jackie Oliver

LETTERS COLUMNS
T. Let's Yap/Rap with Cap
1. Aqua-mail
2. Green Skin's Grab Bag
3. Take Ten

FAMOUS COVERS
T. Mirror Master
1. Executioner / Enchantress / Melter
2. Dr. Octopus
3. Green Lantern

TEAMMATES
T. Guardians of the Galaxy
1. Squadron Sinister
2. Metal Men (aka Tin)
3. Unit Three (with Sgt. Rock)

ANSWERS

Lightning round

1. What is the name of Doctor Strange's amulet?
2. Who was the first non-charter member to join The Legion of Substitute Heroes?
3. Who created Wonder Man?
4. What hero did Professor Yinsen help create?
5. Where did Elongated Man get his new orange costume?
6. Name the original members of The Frightful Four.
7. What three items were sought by Abnegazar, Rath, and Ghast in *JLA* #11?
8. Who was the first Avenger to join the team after Captain America?
9. What five heroes helped Zatanna find her father in *JLA* #51?
10. Who made Flash earn $94.36?

In* Justice League of America *#11, the team battled demons who sought three key items. What were they?

ANSWERS

STORY TITLES
T. "The Supergirl from Krypton" (*Action* #252)
1. "This Man This Monster" (*Fantastic Four* #51)
2. "Mystery of the Menacing Mask" (*Detective* #327)
3. "Spider-Man Versus The Chameleon"

TEEN-AGERS
T. Patsy Walker
1. Dobie Gillis
2. Foster
3. The Banshees

ARCH FOES
T. Wonder Woman
1. Doom Patrol
2. Tomahawk
3. X-Men

GOLDEN AGERS
T. The Spectre
1. Dr. Fate and Hourman
2. Krang
3. Wonder Woman

IMAGINARY STORIES
T. Supergirl
1. Wonder Girl and Wonder Tot
2. Bruce Wayne Jr.
3. Lois Lane (#19)

FAMOUS FIRST WORDS
T. Clea
1. Loki
2. Deadman (as a super-hero)
3. The Hulk

WAR IS HECK
T. The Red Skull's noggin
1. *Our Fighting Forces*
2. Sharon Carter
3. Corporal

IT'S ALL RELATIVE(S)
T. Red Ryan of The Challengers
1. Death's Head
2. Egghead
3. Leap Frog

FAKE NAMES
T. Bobo
1. Lucy Lane
2. Richard Fisk
3. Suzy (of Dial H)

IS IT REAL — OR IS IT A HOAX, A DREAM, OR AN IMAGINARY STORY (TAKE 2)?
T. Real (it was annulled)
1. Imaginary story (by Alfred)
2. Hoax (by Supergirl)
3. Real (but in another dimension)

VILLAIN TEAMS
T. Doctor Doom and Sub-Mariner
1. Power Man and Swordsman
2. Gladiator / Stiltman / Leapfrog / Matador
3. Grim Reaper / Man-Ape / Living Laser / Power Man / Swordsman

FAMOUS LAST WORDS
T. Jonathan Kent
1. Pamela Hawley
2. Steve Trevor
3. Battling Murdock

LIGHTNING ROUND!
1. Eye of Agamotto
2. Star Boy
3. Baron Zemo
4. Iron Man
5. From his (sob) wife, Sue Dibny (for his birthday)
6. Wizard, Paste-Pot Pete, Sandman, Medusa
7. Red Jar of Calythos, Green Bell of Uthool, Silver Wheel of Nyorlath
8. Power Man (for a cup of coffee)
9. Hawkman / Atom / Elongated Man / GL / Batman
10. Mopee!

Mr. Silver Age's Mail Chute

The Silver '60s?

JUSTICE LEAGUE of AMERICA
APPROVED BY THE COMICS CODE AUTHORITY
12¢
FEB
NO. 42
THE CURRENT SUPER-HERO SENSATION IS INVITED TO JOIN THE JUSTICE LEAGUE-- AND THE ASTONISHING REPLY IS...
"METAMORPHO SAYS NO!"
CUT OUT, JUSTICE LEAGUERS--
I'LL FIGHT OFF THESE MENACES--
WITHOUT ANY HELP FROM YOU!

Did a letter of comment in* JLA *#42 inspire the term "Silver Age"?

Dear readers: Back in *CBG* #1608, I devoted my Mail Chute to discussing the origins of the terms "Golden Age" and "Silver Age" and when they were first used to refer to comics. I think it's an interesting point, because, while many creative and athletic endeavors refer to their Golden Age, few if any have denoted a Silver Age. So why do comics?

A follow-up discussion with comics historian Bob Hughes on the Silver Age Reviews Yahoo message list (*www.groups.yahoo.com/group/SilverAgeReviews*) about the article uncovered more details that help pinpoint an origin for "Silver Age."

Bob noted a letter that appeared in *Justice League of America* #42 (Feb 66), written by Scott Taylor of Westport, Conn., to which the editors gave no response:

"Dear Editor: Great, magnificent, superb, and anything else you might care to add. What am I talking about? 'Crisis on Earth-A,' that's what! Nothing has equaled it and I don't think anything else will! If you guys keep bringing back the heroes from The Golden Age, people 20 years from now will be calling this decade The Silver Sixties!"

He underestimated fans' desire to name this period of comics. Bob says that Howard Siegel (who also wrote the 1970 *RB/CC* article noted in the earlier Mail Chute discussion) wrote an article titled "The Silver Age of American Comic Books: 1948-1956" for the fanzine *Rocket's Blast/ComiCollector* that appeared sometime in 1966-1967. (Neither Bob nor Howard knows when, and none of us have issues to pinpoint it.) He followed that piece with an article that elaborated on his notion that this "Silver Age" of comics was followed by the "Modern Age," which ran 1956-1967 (or to the present, at that time).

Obviously, Howard's Silver Age dating wasn't embraced — which he admitted when he wrote his 1970 article gathering comics terms and agreed that "Silver Age" referred to "the period which we are now in."

Did Scott Taylor inspire the term "Silver" to describe the rising of new super-heroes? Did Howard Siegel's use of "Silver Age" in

RB/CC lock in that terminology to denote the next age of comics — even though its dating was shifted to coincide with the second rise of superheroes? Keep looking through your fanzines and let me know what you think!

Dear Mr. Silver Age: You mentioned [in ***CBG*** #1605] that The Shield appeared in *Archie's Madhouse* #43 and #54, but did he ever meet Archie before the recent *Weird Mysteries* appearance?

John McDonagh
docsavage80@yahoo.com

(No, Archie didn't meet The Shield during The Silver Age, John, at least that I know of. Archie Comics didn't use its heroes to co-star or team up in its other mags, which seems like a missed opportunity, especially during that gung-ho Batmania period. But the editors apparently felt the heroes belonged to a different universe, and never the twain did meet, except in those one-panel ***Madhouse*** *cameos.*

The two universes did collide on the covers on occasion, though. For instance, The Shield went shopping in the same store as Archie and Jughead on the cover of ***Jughead*** *#132.*

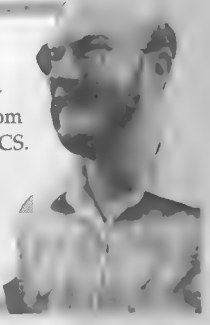
It was an odd approach, to my way of thinking: The editors apparently felt comfortable using the heroes to draw attention to their teen humor books, even though the heroes didn't appear inside, which seems like bait and switch to me. Whereas using them in one of the many stories inside might have gained them a few sales from superhero fans, where a cover shot alone probably didn't.

The Fly and Jaguar earlier had appeared in the humor-oriented ***Pep*** *and* ***Laugh*** *titles, so why not? It could have added fun (and introduced the heroes to a readership not that familiar with them). — MSA)*

Archie's Mighty Crusaders occasionally appeared on the Riverdale gang's covers, but they usually served as generic superheroes.

***While they weren't a regular fixture in his strip either, Captain Sprocket met The Shield and The Fly in the pages of* Madhouse.**

Known to fans worldwide as "Mr. Silver Age," **CRAIG SHUTT** has waxed nostalgic about comics of old in CBG since 1992. His latest book, ***Baby Boomer Comics***, is available from F+W Publications at (800) 258-0529, offer CBHCS. Got a question about the Silver Age? Drop him a line at **craigshutt@ameritech.net.** And visit him on the Web at his Forum section of **www.cbgxtra.com**.



"Ask Mr. Silver Age" is © 2005 Craig Shutt.

CBG XTRA ONLINE BONUS! Look for classic Silver Age columns and other trivial tidbits at Mr. Silver Age's roost on www.cbgxtra.com! It's free!

Time for more Q&A!

On animals & Stan Lee's movie career

by **ANDREW SMITH**

Travis "Warlord" Morgan had a cat named Shakira who could turn into a woman. Or maybe Shakira was a woman who could turn into a cat.

Time for more questions from the ever-inquisitive Legion of Superfluous Heroes!

Mike Browning of Danville, W. Va., asks a question that, frankly, has never before crossed my mind:

Dear Cap: I know there are plenty of male super-animals, like Krypto and Ace the Bat-Hound, but are there any female super-pets? I hope you can help me with an answer.

The Captain responds:

Uh, what difference does it make?

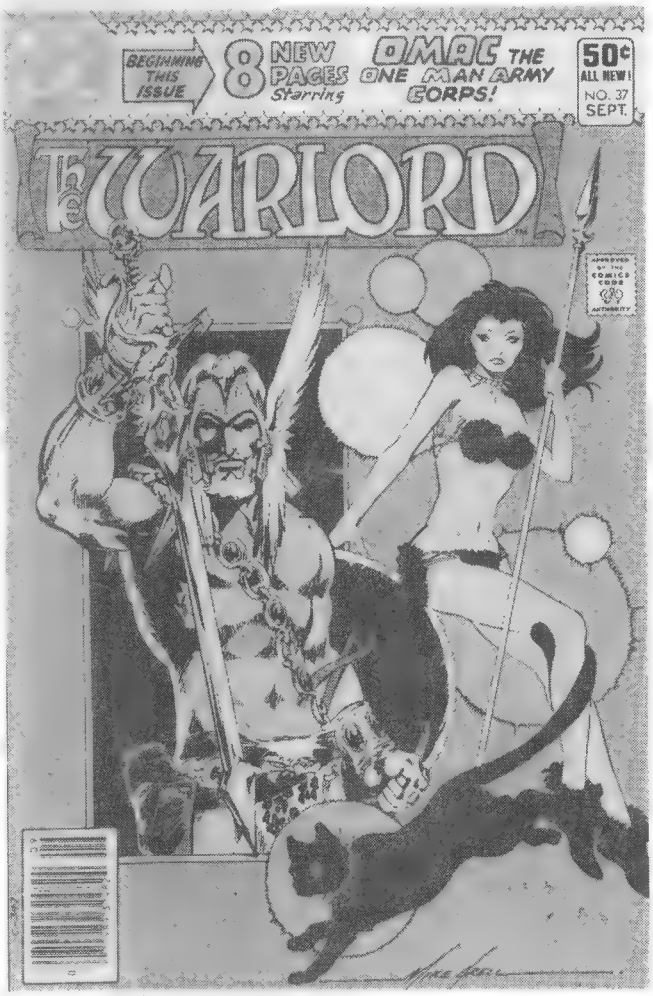
No, no, don't answer. It was rhetorical. These are the sorts of questions that separate mere dilettante hobbyists from us, the proud fanatics of the LoSFH! So here we go:

• Let's start off with Isis, the feline most often mentioned in association with Selina "Catwoman" Kyle. I've always assumed that the comics character was female, since she's named for an Egyptian goddess — but, even if she's not, she certainly is in the *Krypto the Super-Dog* cartoon, which is good enough for me.

• Speaking of which, Mammoth Mutt is female in *Krypto*, although he was male (and dead) in the comics. (Although he did have a girlfriend named Mammoth Miss. As if any female in the universe, canine or not, would call herself that.)

• Mark Merlin, who starred in *House of Secrets* for a while, had a female cat named Memakata. The ever-encyclopedic **Commander Adam Benson** of the **U.S. Navy** notes that Memakata had no super-powers but enjoyed(?) a brief period where she could switch minds with Merlin, akin to Congo Bill and Congorilla (both of whom were male).

• Travis "Warlord" Morgan had a cat named Shakira who could turn into a woman. Or maybe Shakira was a woman who could turn into a cat. I dunno. Either way, the gender



— as drawn by Mike Grell — was definitely female. It's just questionable whether she was a pet! (And thanks to Legionnaire **Luke Blanchard** for that one.)

• **Eric L. Sofer** of **Cleveland, Ohio**, suggests She-Ra of the Masters of the Universe and her horse Swiftwind, which was presumably female. But I confess I haven't been able to find a gender reference — it just seems likely.

• Given that most colony insects are over-

whelmingly female, we could assume that "pet" bugs like Red Bee's Michael and Ant-Man's Crosby, Stills, and Nash weren't male (despite their names). On the other hand, since worker bees and ants cannot reproduce — they call them "drones" for a reason — their technical gender could be deemed irrelevant.

• I know they aren't pets, but there are plenty of female super-animals who are heroes in their own right, like Alley-Cat Abra and Yankee Poodle (of Captain Carrot's Zoo Crew), Cutey Bunny, and plucky Disney girls like Daisy Duck and her nieces April, May, and June, and, of course, Minnie Mouse.

• Finally, Lassie may not have had a super-master, but she sure was a super-dog!

Those are all the super-pets I was able to confirm as female. I should mention that, in the course of my research, I discovered that a few super-pets I wasn't sure about proved to be male, including Streaky the Super-Cat (Supergirl), Itty (Green Lantern), and Djuba (B'wana Beast), plus a few others which appeared to have no gender at all, like Ebony (Agatha Harkness' cat, which was actually an extra-dimensional creature), Proty I and II (Chameleon Boy's asexual protozoan pets), and Teekl (Klarion the Witch-Boy's familiar, a magical construct).

And then there are a host of creatures whose sex I couldn't determine one way or the other, like Aquaman's octopus Topo and seahorse Storm, Aqualad's seahorse Imp, the various Wonder Dogs (Rex, Streak, *etc.*), Space Ghost's monkey Blip, the *Super Friends'* monkey Gleek, and so forth. Given our little hobby's male orientation, though, I suspect any pet not specified as female is probably male.

Still, there are undoubtedly a lot of super-pets I've overlooked, whatever their gender. If any Legionnaires have further suggestions, I'll print 'em here as they come in.

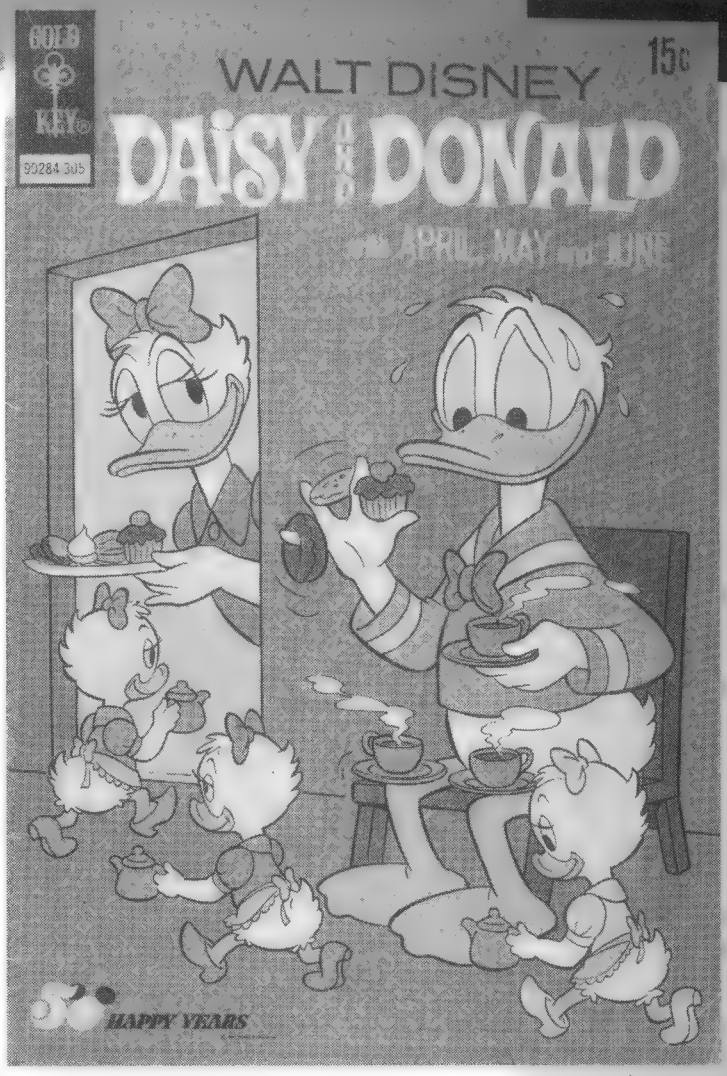
No Q&A column would be complete without a quota of queries from the ever-curious ***Nelson Jimenez*** *of* ***Milford, Conn.****:*

Dear Cap: A few questions for your column:

1) How many movies has Stan Lee appeared in? And why wasn't he in any of the Blade or Elektra movies?

2) Stan Lee and Jack Kirby had a 105-issue run on *Fantastic Four.* Have any other writer-artist teams ever come close to this incredible streak?

3) What were these quarter-bin titles' histories and number of issues: *Yang, Destructor, Mighty Samson,* and *Armor*?



The Captain *responds:*

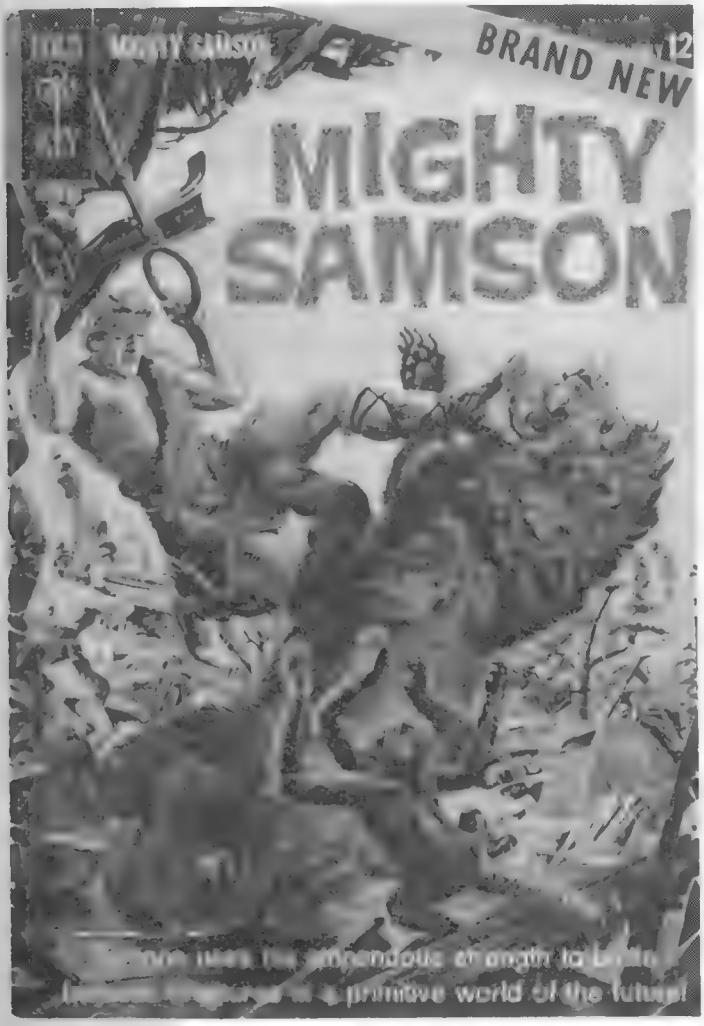
1) How many? It depends on your definition, but it's safe to say "a great many." As all good Marvelites know, Stan the Man has had cameos in Marvel movies like *Spider-Man, Spider-Man 2, X-Men, X2: X-Men United, Hulk,* and *Daredevil.* He's also appeared in or narrated dozens of documentaries and "making of" films, like *Comic Book Confidential, Comic Book Superheroes Unmasked,* and *Men without Fear: The Making of Daredevil.* And he's also played himself in bit parts and cameos in a number of small-budget movies, like *The Ambulance, The Troma System, Mallrats,* and *Jugular Wine: A Vampire Odyssey.* And, weirdly, he's actually had a number of small acting roles, in films like *The Adventure of Cinderella's Daughter, Parts of the Family,* and *The Princess Diaries 2: Royal Engagement.* Plus he narrated *Citizen Toxie: The Toxic Avenger IV,* and had cameos in a number of made-for-TV flicks like the live-action *Trial of The Incredible Hulk* and *Dr. Strange.* Which of these cinematic excursions count as legitimate movie appearances is up to you, but you can check out the lengthy list, as I did, on IMDB.com.

I know they aren't pets, but there are plenty of female super-animals who are heroes in their own right.

***Mighty Samson* was numbingly derivative but still compelling in its potential.**

As to the second half of your question, you'd probably have guessed it yourself with a little thought: Stan cameos in Marvel movies starring characters he had a hand in creating. He had nothing to do with the genesis of Blade (Marv Wolfman and Gene Colan) or Elektra (Frank Miller), so he didn't cameo in movies starring those characters. Simple as that.

2) Actually, Stan and Jack only worked on 102 consecutive issues of *Fantastic Four* together (108, if you count annuals). And I hasten to add that this "record" is specific to writer-artist teams, consecutive issues, and at Marvel only (before somebody mentions Dave Sim's *Cerebus*, Peter David writing *Incredible Hulk* with a variety of artists, or some other record).



But, even within those boundaries, yes, there is another writer-artist team that is threatening the Lee-Kirby record. As I write this, Brian Michael Bendis and Mark Bagley have done 83 consecutive issues of *Ultimate Spider-Man*. Both have announced their intention to stay with the title in perpetuity, so, barring unforeseen problems, Bendis-Bagley will top Lee-Kirby in that particular category in early 2007. At the Ultimate Marvel panel at this year's Wizard World Chicago, Marvel Editor in Chief Joe Quesada brought up that record, and it was pointed out by someone on the panel that Bendis and Bagley would also accomplish the feat in about half the time.

3) It's Quarter Bin Review Time!

• I covered Charlton's *Yang* last month. (How quickly we forget!)

• *Destructor* was one of the short-lived Atlas titles of the early '70s published by Seaboard Periodicals (usually called Atlas-Seaboard to distinguish it from the Atlas Comics of the '50s). Short-lived, I say, because they were really awful. Which is weird, because Atlas-Seaboard boasted some of the brightest stars of the time — Neal Adams, Michael Fleisher, John Severin, Russ Heath, Alex Toth, Howard Chaykin, and many more.

Destructor was fairly representative of that talent pool; the first issue was written by Archie Goodwin, drawn by Steve Ditko, inked by Wally Wood — legends all — and edited by Larry Lieber (Stan Lee's brother) and published by Martin Goodman (owner of Timely-Atlas-Marvel until 1970). It featured a teen-ager who was sort of the anti-Peter Parker: a young thug who got on the wrong side of gangsters who attempted to kill him. They succeeded in killing his scientist father, but the inevitable laboratory accident blessed our "hero" with heightened senses, super-strength, and a healing factor (akin to a certain Canucklehead who had been introduced a year before). Vowing vengeance, donning red-and-blue spandex, and mumbling something about power and responsibility, The Destructor appeared for four issues (Feb-Aug 75).

Most Atlas-Seaboard titles endured what I eventually termed the "Third-Issue Shuffle," in which dramatic changes were instituted to many titles in an attempt to salvage miserable sales (and usually served to accelerate them, since no A-S title lasted more than four issues). The Scorpion, for example, went from being a '30s *film noir* character in his first two issues to being a generic '70s super-hero for his last two issues (and ended up being Dominic Fortune at Marvel, since creator Howard Chaykin owned him).

Destructor actually bucked that trend, with its premise mostly unaltered throughout and its creative team fairly stable. (Lieber edited

CBG ONLINE BONUS! Get a CAPTAIN COMICS "Blast from the Past" each week in The Captain's forum at www.cbgxtra.com! It's free!

and drew the covers to all four issues; Goodwin wrote the first three and Gerry Conway the fourth; Ditko drew all four issues and inked the third; and Wood inked the first two and Al Milgrom the fourth.)

As arguably one of the best of a bad lot, it was still pretty lousy, albeit kinda pretty. And now a strange artifact from a bygone Age.

• Speaking of which, Gold Key's *Mighty Samson* is representative of a lost era: the wild and woolly '60s, when Marvel and DC staved off a host of potential challengers, like Charlton Comics (*Captain Atom; Blue Beetle; Peacemaker; Judomaster; Peter Cannon, Thunderbolt; Sarge Steel; Fightin' Five*), Tower Comics (*T.H.U.N.D.E.R. Agents, NoMan, Dynamo*), Archie's Mighty Comics (*Mighty Crusaders, Fly-Man*), ACG (Nemesis, Magicman, Fat Fury), Dell (*Nukla*), and Gold Key itself (*Dr. Solar, Man of the Atom; Magnus, Robot Fighter; Turok, Son of Stone; The Phantom*).

Like many of those upstarts, and emblematic of much of the Gold Key adventure line, *Mighty Samson* was numbingly derivative but still compelling in its potential. *Samson* took place in a clichéd post-apocalyptic future in which animals and plants were mutated by radiation and humans scrounged off forgotten technology. (See *Cadillacs and Dinosaurs* and *Kamandi* for this concept done correctly.) The lead characters were the familiar hero-girlfriend-scientist troika (See *Buck Rogers* and *Flash Gordon*), with the only twist being that Samson was a mutant himself, inhumanly strong, and wore a furry eyepatch.

But it was written by Otto Binder (who was famous for *Captain Marvel*) and drawn by Frank Thorne (who would become famous for *Red Sonja*), so its credentials were impeccable. And the covers were painted — and painted gorgeously, at that — by Gold Key stalwarts Morris Gollub and George Wilson. (See … well, Gold Key. Nobody's done better covers in the history of funnybooks than Gold Key in the '60s.)

But the execution was just miserable. If Samson fought a mutant creature that combined a lion and a bear, it was inevitably called a liobear. If you saw a giant Venus Flytrap-looking plant, it didn't take a rocket scientist to figure out what was going to happen next (even though one was present). And *Mighty Samson* suffered from Gold Key Syndrome, in which the series came out in fits and starts, with any given issue abruptly a reprint. For example, it took 18 years to publish only 32 issues (Jan 64-Apr 82), and six years elapsed between the penultimate issue and the final one (which, inexplicably, was a reprint of #4).

Alas, as was the case with all Gold Key books, it coulda been a contendah.

• Last, we have *Armor*, one of the superhero titles from Neal Adams' Continuity Comics.

Adams, of course, is a super-star in the funnybook biz. He's widely admired for being: a fantastic artist; a visual re-inventor of Batman, Green Arrow, and a host of other characters; a courageous champion of creators' rights; and countless other achievements. He is, legitimately, a legend in our hobby.

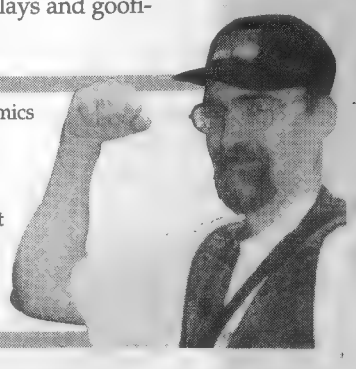
Unfortunately, he's also legendary for a leisurely approach to deadlines, and, in my opinion, as a writer he makes a really good artist. Both of these faults were evident in the Continuity line, most of which were written (laughably) and drawn (amazingly well) by Adams and a team of clones from his Continuity Studios and published — and this is a generous term — sporadically.

Armor told the story of an Earthman captured by aliens who trained him to be a gladiator and outfitted him with high-tech … well, armor. Naturally, he called himself Armor and — Hold on; I know you didn't see *this* coming! — turned the armor against his captors. (It's amazing how many alien slavers in comics are stupid enough to give their slaves high-tech weaponry.) Along with his brother Silver Streak — same armor, different name — Armor spent time involved in outer-space high jinks, until he returned to Earth and hooked up with the rest of the Continuity characters, including Megalith (yes, his name means "big rock"), Ms. Mystic (an instantly dated, politically correct tree-hugger), Samuree (I am not making this up), and She-Bat (I *couldn't* make this up) to form The Revengers. (No, seriously!)

Armor took seven years to get through its first 13 issues (Sep 85-Apr 92), a "monthly" series that averaged less than two issues annually. (And we complain about *NYX!*) But it was almost monthly for its second volume, a six-issue run (Apr-Nov 93), before Adams folded up the rest of his Continuity Comics line — as opposed to Continuity Studios, which exists to this very day.

And, you know, the art was so spectacular it almost made up for all the delays and goofiness. Even "She-Bat."

Armor told the story of an Earthman captured by aliens who trained him to be a gladiator and outfitted him with high-tech … well, armor.



Author of the syndicated comics column "Captain Comics", **ANDREW SMITH** has written more than 200 *CBG* columns. Check out his message board at **www.captaincomics.us**, or send your questions to him at **capncomics@aol.com**!

Charlton's Frank Merriwell

Playing around in the Ivy League

by **MICHELLE NOLAN**

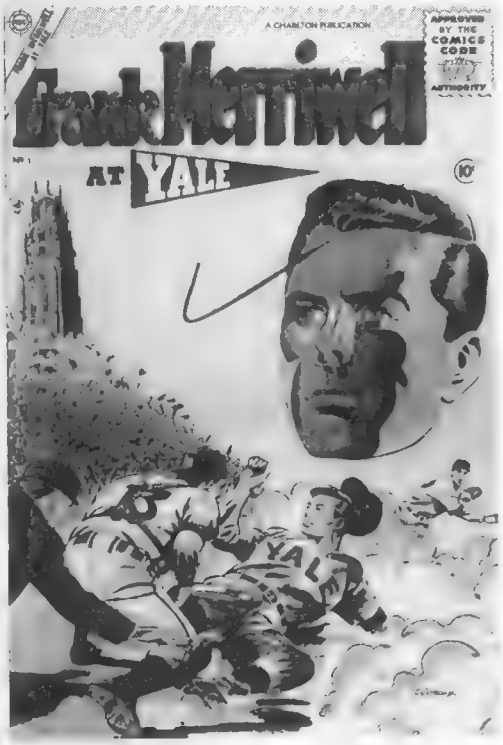
Merriwell's dime novels and book reprints combined to sell more than 500 million copies! This, at a time when the population of the United States was about one-third what it is now.

Imagine, if you will, Batman pretty much disappearing from the pop cultural landscape for more than a generation, then popping up in a short-lived comic-book series, before abruptly disappearing again.

That pretty much sums up the iconic oddity that was Charlton's four-issue *Frank Merriwell at Yale* experiment 50 years ago.

Half a century ago, the vast majority of young comic-book readers — and even not-so-young readers — had never heard of Frank Merriwell. But the consummate clean-cut athletic hero had been immensely popular during the youth of their parents and/or grandparents. In fact, it's difficult to overstate the phenomenal cultural impact of the character.

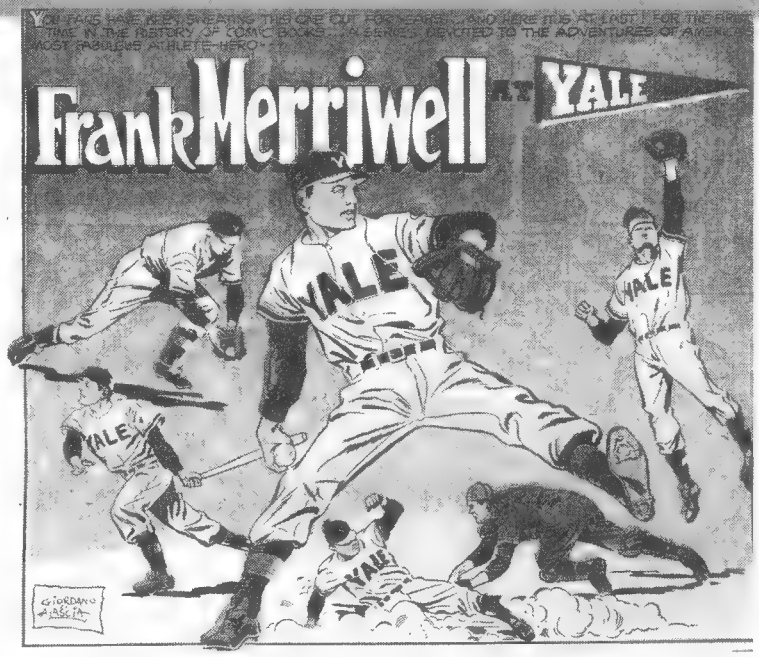
In biographical material about creator Gilbert Patton, it often has been stated that



Merriwell's dime novels and book reprints combined to sell more than 500 million copies! This, at a time when the population of the United States was about one-third what it is now.

Merriwell was created for Street & Smith by the unbelievably prolific Patton, who used the pen name Burt L. Standish for dime-novel tales of Frank Merriwell, younger brother Dick Merriwell, and Frank Merriwell Junior. For a full 20 years from 1896 to 1916, Street & Smith produced a weekly story of some 20,000 words about the Merriwell clan's adventures both on and off the playing fields. Patton wrote more than a million words a year during most of that period, although others wrote many of the post-1910 tales.

The Merriwell epics appeared in 850 issues of *Tip Top Weekly* and 136 issues of *New Tip*



cover by Dick Giordano had never heard of Merriwell. One can only speculate how many fathers and grandfathers might have been startled to see Merriwell pop up in a comic book of his own.

Charlton's four issues, with three short Merriwell stories in each, focus entirely on his freshman days at Yale. He competes in baseball, football, and track and also boxes and plays polo. Basketball, though, was nowhere to be seen. There was also the usual quota of jealous upperclassmen and shady gamblers. Giordano and Vince Alascia, who did most of the stories, produced some of the most effective art to appear in Charlton comics of the era.

The first issue features the top cover and contents. In the initial story — the best of the 12 — Frank earns the respect of an older pitcher who was pressed into managing the freshman team. In the other stories, he turns the tables on hazers and overcomes criminals during a fire. Football was huge in the Merriwell dime novels, but he cavorts on the gridiron in only one story in the Charlton series, since only #4 (Jan 56) hit the stands during football season. The first three issues all appeared during spring and summer.

Top Weekly, both old-fashioned dime novels with colorful covers but no inferior illustrations. In 1915 and 1916, their scene shifted for 27 issues to the early pulp magazines *Tip Top Semi-Weekly* and its short-lived successor, *Wide Awake Magazine*. Many original Merriwell stories under the Standish byline, though not all by Patten, also appeared in the 1927 to 1930 Street & Smith pulps *Sport Story*, *Top Notch*, and *Fame and Fortune*.

Well into the 1930s, Street & Smith also reprinted the Merriwell epics in more than 200 softcover books, along with 28 hardcovers (not all from Street & Smith). All told, Merriwell was a household name for more than three decades. But, after that, Merriwell's history is curiously spotty for an icon. Charlton, of all comic-book publishers, was a small part of that.

Universal released a Merriwell movie serial in 1936 co-starring Jean Rogers the year she achieved fame playing Dale Arden in the first Flash Gordon chapter play. The only Big Little Book starring Merriwell appeared in 1935, years after a seldom-remembered newspaper-strip adaptation. Five-page Merriwell stories appeared in *Shadow Comics* #1-4 in 1940.

But, as far as I know, the erstwhile icon totally disappeared until popping up again as part of Charlton's frequent and generally unsuccessful comic-book experiments in the mid-1950s. When *Frank Merriwell at Yale* #1 (Jun 55) appeared, it marked the return of a character who at that point had starred in more stories than any other character in the annals of American fiction. Yet it can safely be assumed that the vast majority of the readers who spotted that colorful Charlton baseball

Even though Merriwell's comics career lasted only four issues, he was to reappear in paperback form a decade later in three curious 1965 novels from Award Books, the aptly named *Frank Merriwell Returns*, *Frank Merriwell at the Wheel* (auto racing, of all things!), and *Frank Merriwell, Quarterback*. The hero in these novels was revealed to be Merriwell Junior, even though there already had been a Merriwell Junior 50 years earlier!

Written in a style young adults could easily understand by little-known Mike Frederic, these three books were a genuine curiosity, since most of the Award lineup was adult-oriented. A handful of reprints of the Merriwell dime novels also appeared in 1972 from Street & Smith and in 1975 from Zebra Books, all marketed as a cultural curiosity.

Then, Frank Merriwell seems to have disappeared, perhaps forever. Has anyone made any Merriwell sightings in any form of pop culture in the past 30 years?

Even though Merriwell's comics career lasted only four issues, he was to reappear in paperback form a decade later in three curious 1965 novels from Award Books.

COMIC SHOP DIRECTORY

CALIFORNIA

Comic Relief of Berkeley
2026 Shattuck Ave.
Berkeley, CA 94704
510-843-5002
FAX: 510-843-3137
Web site: comicrelief.net
E-mail:
info@comicrelief.net
Largest selection of graphic novels, Manga, underground, independent, erotica, fringe-culture & collectibles.

CONNECTICUT

Sarge's Megastore
124 State Street
New London, CT 06320
860-443-2004
Web site:www.sarges-online.com
E-mail:sarge@sarges-online.com
Largest fantasy store in the northeast over 70,000 comics in stock. Gaming room, models, toys, manga, CDs, DVD, sales & rentals • Tons of Anime. Open 7 days a week • Mail order available.

FLORIDA

Tate's Comics+Toys+Videos+More
4566 N University Drive
Lauderhill, FL 33351
954-748-0181
www.tatescomics.com
SoFla's most unique store since 1993! Huge selection Anime and Cult Videos for sale & rental. Subscription service & back issues. A 4,000 sq.ft pop culture superstore! GE

GEORGIA

Odin's Cosmic Bookshelf
360 Killian Hill Rd.
Liburn, GA 30047
770-923-0123
FAX: 770-925-8200
E-mail: Odins@aol.com
New comics, back issues, non-sports & gaming cards and much more! Atlanta Metro area.

ILLINOIS

Atlas Comics, Inc.
4735 N. Cumberland
Norridge, IL 60706
708-453-2110
FAX: 708-453-2540
Web site:
www.acomics.com
E-mail: Atlas@acomics.com
150,000 back issues in stock, plus Chicago's deepest selection of current comics. 10 minutes from O'Hare Airport Chicago's north side.

Tomorrow Is Yesterday, Inc.
5600 N. Second St.
Rockford, IL 61111
815-633-0330
FAX: 815-633-3977
Info@tomorrowisyesterday.com
Area's largest selection of comics, games, cards and trade paperbacks. Open 7 days.

KENTUCKY

Great Escape, The
2433 Bardstown Rd.
Louisville, KY 40205
502-456-2216
Louisville's only full service comic book store

Great Escape, The (Formerly Pac-Rat's Inc.)
Greenwood Square Shopping Center
2945 Scottsville Rd.
Bowling Green, KY 42104
502-782-8092
Widest selection of comics within 50 miles. Open every day.

MARYLAND

Washington Street Books
131 N. Washington Street
Havre de Grace, MD 21078
410-939-6215
Web site:
www.washingtonstreetbooks.com
E-mail: washbks@erols.com
Great selection of comics, thousands in stock, action figures, memorabilia, toys and other related items. looking to buy collections.

MICHIGAN

Amazing Book Store, Inc.
3718 Richfield Rd.
Flint, MI 48506
810-736-3025
Comics new & back issues, comic supplies. Mail orders available.

Comics Archives Inc.
25650 Plymouth Rd.
Redford, MI 48239
313-937-8860
FAX: 313-937-9663
Back issues, new comics discounted. Tuesday-Sunday. Open at noon.

MINNESOTA

Source Comics & Games
1601 W. Larpenteur Ave.
Falcon Heights, MN 55113
651-645-0386
Web site:
www.sourcecandg.com
E-mail: bobsource@aol.com
Full service comics! New, old, Manga, independent, alternatives, graphic novels and trade paperbacks & gigantic selection & great service! Come see us!

NEVADA

Silver Cactus Comics
480 N. Nellis Blvd., Suite C1A
Las Vegas, NV 89110
702-438-4408
FAX: 702-438-5208
4410 North Rancho Drive
Las Vegas, NV 89130
702-396-8840
FAX: 702-396-8844
Web site:
www.silvercactuscomics.com
E-mail:
bestcactus@aol.com
New & old comics, non-sports cards, models, games, posters
& t-shirts. MC/VISA/AMEX accepted.

NEW JERSEY

Little Shop of Comics
356 Park Ave.
Scotch Plains, NJ 07076
908-322-9402
E-mail:
littleshopcomics@aol.com
Web site:
www.littleshopofcomics.com
#1 in customer service. Comics, TPB's, gaming, sportscards, action figures and lots more!
Call for store hours.

Wild Pig Comics II
14 S. Michigan Ave.
Kenilworth, NJ 07033
908-936-0004
Web site: www.wildpig-comics.com
E-mail:
wildpigcomix@nac.net
Unbeatable internet & in-store subscription services - specialize in high grade Silver Age - bring in this ad & receive 20% off your purchase.

NEW YORK

Bailey's Comics
237 S. Wellwood Ave.
Lindenhurst, NY 11757
631-225-5085
The world's most interesting comic book store! And a whole lot more!

Jim Hanley's Universe
4 W. 33rd St.
(Opposite the Empire State Building)
New York, NY 10001
212-268-7088
"Jim Hanley's Universe owes me money!" - Evan Dorkin (Milk & Cheese).

NEW YORK

Jim Hanley's Universe, Ltd.
325 New Dorp Lane
Staten Island, NY 10306
718-351-6299
"...What A Modern Comics Store Should Be!" - Max Allan Collins.

OHIO

B & L Comics, Cards & Nostalgia
5591 Ridge Rd.
Parma, OH 44129
440-886-3077
20 minutes from Rock and Roll Hall of Fame In Cleveland's largest suburb. Large selection.

RHODE ISLAND

The Time Capsule
537 Pontiac Ave.
Cranston, RI 02910
401-781-5017
Web site:
www.thetimecapsule.com
E-mail: ryeremian@aol.com
Open 7 days a week! Thousands of back issue comics, records and toys!

TENNESSEE

Great Escape, The
Gallatin Road At Old Hickory Blvd.
Madison, TN 37115
615-865-8052
Comics, CDs, records, tapes, video games, movies, cards, gaming, toys, comic-related items. Open daily.

Great Escape, The
1925 Broadway
Nashville, TN 37203
615-327-0646
Comics, CDs, records, tapes, video games, movies, DVD's, gaming, toys, science fiction, non-sports cards.

This section features listings for retail comics stores around the U.S. arranged by state. Traveling comics collectors of all types search for new stores to dig through on their vacations, business trips, etc. (be sure you mention that you saw it in CBG!) Advertise your establishment here, include your name, contact person (this will not appear in the listing), address, city, state, zip, phone, fax, if you carry CBG in your store and approximately 10 words (or less) of miscellaneous description, for only $276.00 for 12 consecutive issues. Mail to: Comics Buyer's Guide, 700 E. State St., Iola, WI 54990.

Retailers listed in bold sell Comics Buyer's Guide in their stores. For information on how you can sell Comics Buyer's Guide in your store contact your Comics Distributor or our Bulk Sales Department at 715-445-2214.

Dave Gibbons

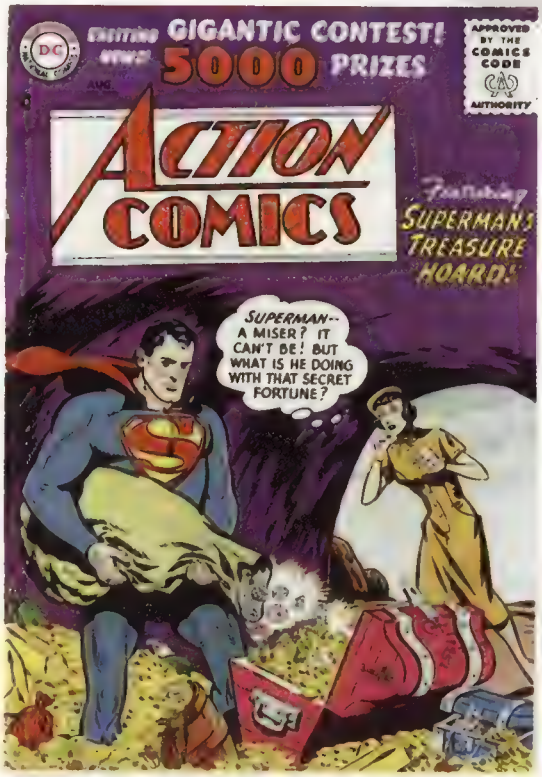
10 FAVORITE COMIC BOOK COVERS

Cover artist Gibbons' take on 10 covers

Award-winning artist Dave Gibbons has been a familiar presence on covers and interiors for many years. Like many of his British contemporaries, Gibbons' early work appeared in the pages of *2000 AD* and its companion titles. Among his memorable work is Marvel's *Doctor Who* comic book, *Give Me Liberty* and its *Martha Washington* sequels with Frank Miller for Dark Horse, DC's *Green Lantern* (2nd series), and, of course, *Watchmen* with writer Alan Moore.

Gibbons wrote as an introduction to his list, "These are among my favorite comic-book covers, although it's hard to pick just 10.

"In choosing them, I've gone for those which still give me that gut feeling of boyhood desire whilst still pleasing the adult critic that also resides in me. Some of them also represent key moments in my journey to becoming a professional 'comic book guy.' "


EXCITING NEW! GIGANTIC CONTEST! 5000 PRIZES
APPROVED BY THE COMICS CODE AUTHORITY
ACTION COMICS
SUPERMAN'S TREASURE HOARD!
SUPERMAN-- A MISER? IT CAN'T BE! BUT WHAT IS HE DOING WITH THAT SECRET FORTUNE?

Action Comics #219 © 1956 DC; art by Waye Boring and Stan Kaye

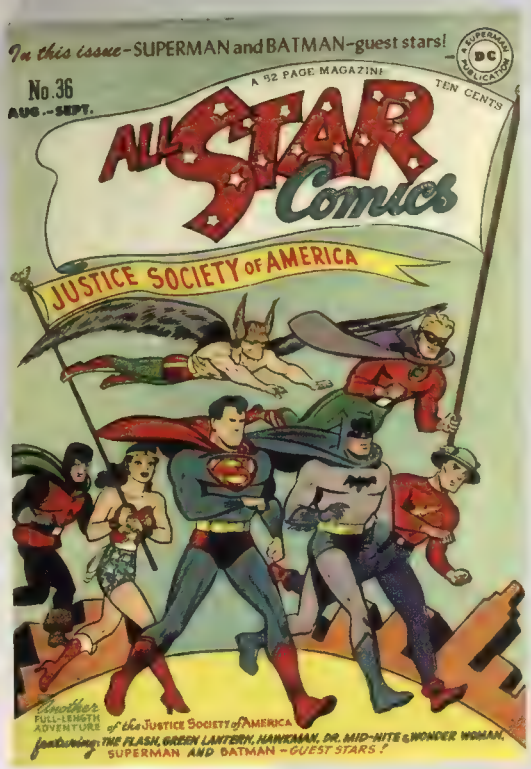
Action Comics* #219 (Aug 1956).** *"This is the cover of the first American comic book I ever saw, albeit as an Australian reprint. The combination of having super-powers* ***and *a treasure horde proved an irresistible prospect for me."*

Orig. price: 10¢ Current NM value: $290

Adventure Comics #73 © 1942 DC; art by Jack Kirby

***Adventure Comics* #73 (Apr 1942).** *"This is before my time, but I have at least held the original comic book. It's a stunning symbolic, boldly colored, action-packed slice of Kirby's Golden Age genius."*

Orig. price: 10¢ Current NM value: $11,500


In this issue–SUPERMAN and BATMAN–guest stars!
No. 36
AUG.–SEPT.
A 52 PAGE MAGAZINE
TEN CENTS
ALL STAR Comics
JUSTICE SOCIETY OF AMERICA
Another FULL-LENGTH ADVENTURE of the JUSTICE SOCIETY of AMERICA
featuring: THE FLASH, GREEN LANTERN, HAWKMAN, DR. MID-NITE & WONDER WOMAN,
SUPERMAN AND BATMAN – GUEST STARS!

All-Star Comics #36 © 1947 DC; cover art uncredited

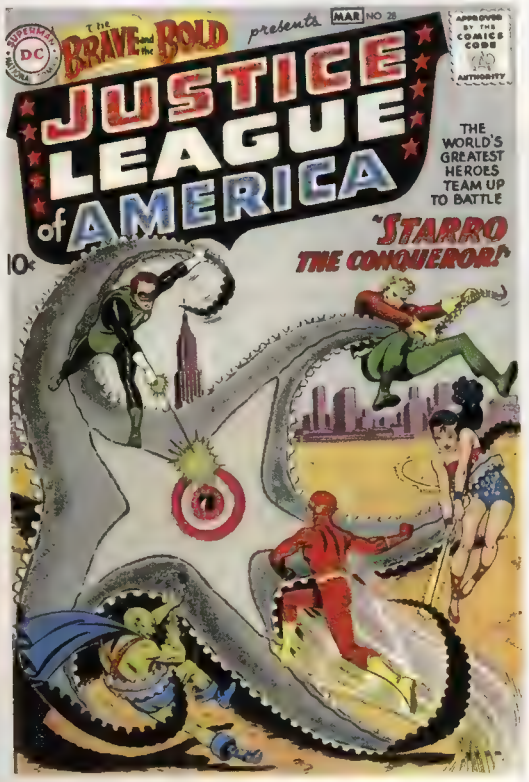
***All-Star Comics* #36 (Aug 1947).** *"Again, before my time, but it epitomizes the innocence and magic of DC's Golden Age books. It was enough of a thrill when I was young just to see Superman and Batman in one book, let alone the other heroes."*

Orig. price: 10¢ Current NM value: $1,300

Batman: The Dark Knight #1 © 1986 DC; cover by Frank Miller

***Batman: The Dark Knight* #1 (Mar 1986).** *"Iconic, simple, memorable. The combination of Frank Miller's stark drawing, Lynn Varley's coloring, and modern typography set the tone for the whole ground-breaking series."*

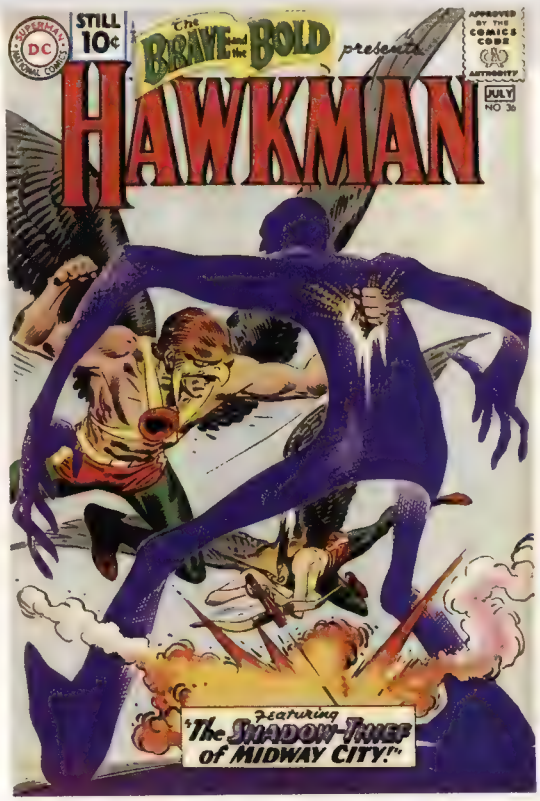
Orig. price: $2.95 Current NM value: $25


The BRAVE and the BOLD presents
MAR NO 28
JUSTICE LEAGUE of AMERICA
THE WORLD'S GREATEST HEROES TEAM UP TO BATTLE
'STARRO THE CONQUEROR!'
10¢

The Brave and the Bold #27=8 © 1960 DC; art by Mike Sekowsky

***The Brave and the Bold* #28 (Mar 1960).** *"The 'Just Imagine …' house ad for this that thrilled me and hundreds of thousands of other young readers was probably my most memorable comic-book experience."*

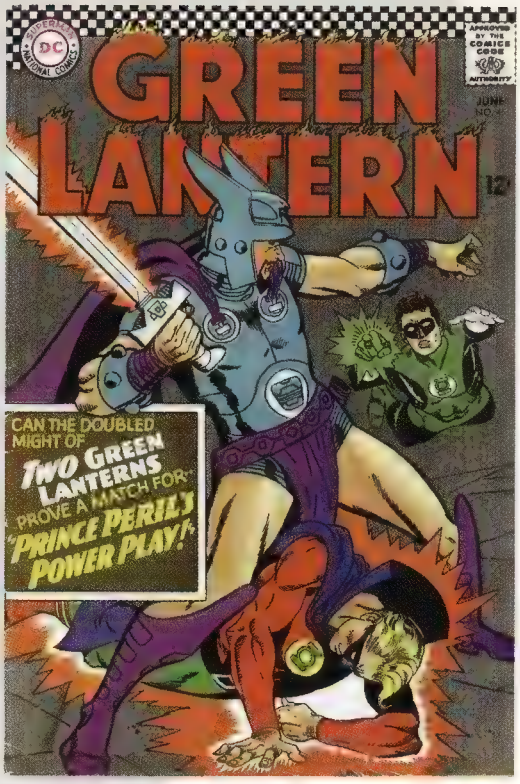
Orig. price: 10¢ Current NM value: $2,500



The Brave and the Bold #1 © 1981 DC; art by Joe Kubert

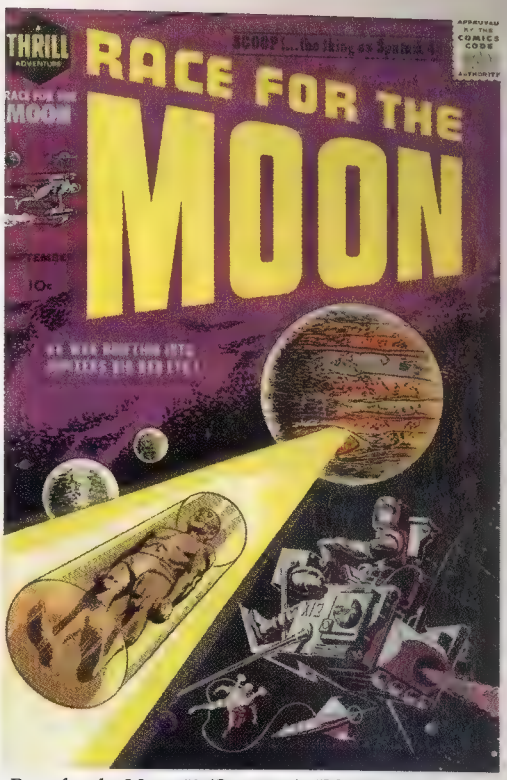
***The Brave and the Bold* #36 (Jul 1961).** *"I've always loved the authenticity and juiciness of Joe Kubert's art, of which this is a prime example."*

Orig. price: 10¢ Current NM value: $350



Green Lantern #45 © 1966 DC; cover by Gil Kane

***Green Lantern* #45 (Jun 1966).** *"This is the cover that got me back into comics when I thought I'd given them up as a teenager. It leapt off the stand at me, when I wasn't even looking for it."*
Original price: 12¢ Current NM value: $50



Race for the Moon #2 © 1958 Harvey; art by Jack Kirby and Al Williamson

Race for the Moon* #2 (Sep 1958).** *"The combination of Jack Kirby's pencils and Al Williamson's inks made* ***Race for the Moon *the Ground Zero of comic-book art for me as a kid. I know every line of these few issues."*
Original price: 10¢ Current NM value: $150

Silver Surfer #4 © 1969 Marvel; art by John Buscema

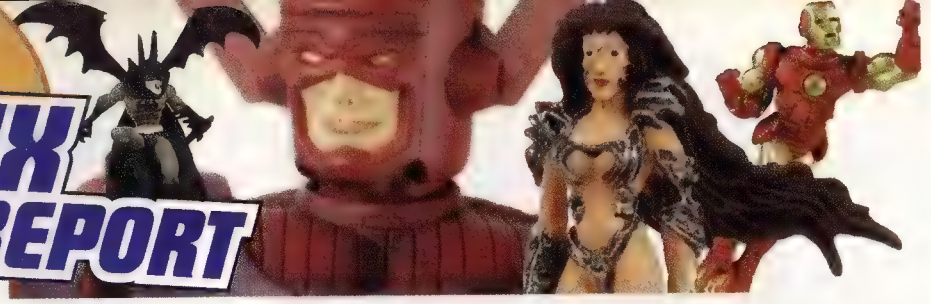
***Silver Surfer* #4 (Feb 1969).** *"It's hard to imagine a more dynamic cover than this. The raw power and excitement here is the apogee of Marvel's appeal to me."*
Original price: 25¢ Current NM value: $255

THE STRANGEST SUPER-HEROES OF ALL!
the X-MEN
DON'T MISS THIS FABULOUS FIRST ISSUE!
IN THE SENSATIONAL FANTASTIC FOUR STYLE!
X-MEN VERSUS MAGNETO EARTH'S MOST POWERFUL SUPER VILLAIN!!

X-Men #1 © 1963 Marvel; art by Jack Kirby

***X-Men* (1st series) #1 (Sep 1963).** *"I suspect Jack Kirby bashed this out pretty quickly, along with most of the work he was doing around then."*
Original price: 12¢ Current NM value: $7,000

HEROCLIX MARKET REPORT



by JAMES MISHLER

Exclusive *Marvel HeroClix: Armor Wars* preview: Sentry

Sentry is said to be the greatest Silver Age hero that never was. First introduced in *The Sentry* in 2000, the character was said to be an early creation of Stan Lee that had been shelved in favor of The Fantastic Four. With the "power of a million exploding suns" and a heavy drinking problem, The Sentry might have been Marvel's answer to DC's Superman — except, of course, it was all a hoax. Sentry's real-world "origin" was hype, to tie it into and expand the nature of his existence in the Marvel universe as a "forgotten hero."

As he seemed forgotten here in our world, so, too, was he forgotten in the Marvel universe. It seemed that he would *truly* be forgotten in both worlds after his brief mini-series wrapped up in early 2001 — but that was not to be, as Brian Michael Bendis decided to use the character in the *New Avengers* series. In that series — and especially in the *Marvel HeroClix* figure based on him — the character seems to be living up to his "legendary" potential and is one of the few single characters that can stand toe-to-toe with Superman.

Weighing in at 211 points, the Unique **Sentry** figure from this November's *Armor Wars* expansion is the second-most-powerful standard figure in the entire *Marvel HeroClix* game, with only **Nimrod** from *Fantastic Forces* outweighing him at 264 points and besting **Count Nefaria** by only a point. For all that, though, he's really a one-trick pony — he's a flying close-combat beat-down machine. On his first and second clicks, Sentry has *Charge*, *Super Strength*, and *Impervious*. On his third, fourth, and fifth clicks he has *Hypersonic Speed* and continues to have *Super Strength*, and his *Impervious* ability is reduced to *Invulnerability*. On his sixth click, Sentry shifts gears down from *Hypersonic Speed* back to *Charge*, he continues with his *Super Strength*, and his *Invulnerability* is reduced to *Toughness* — and these abilities slowly click away until he's knocked out. With a score of 5 or 4 in Damage all the way through his sixth click, Sentry can quickly reduce opponents to a pulp with his *Toughness* and even *Invulnerability*. And his points are all taken up with solid stats and close-combat powers — there are no points wasted on *Leadership* or *Outwit* or other esoteric powers, so he's a head-to-head match for some of the more powerful versions of Superman.

www.wizkidsgames.com

SENTRY (U) | HEROCLIX #091 | PV= 211 | Team: AVENGERS

	First	Second	Third*	Fourth*	Fifth	Sixth	Seventh	Eighth	Ninth	Tenth	Eleventh	Twelfth
Speed (Wing)	12	10	9	9	8	8	8	8	7	7	KO	KO
Attack 0 (1)	11	10	10	10	9	9	9	8	8	8	KO	KO
Defense	17	16	17	16	15	18	17	16	16	15	KO	KO
Damage	5	4	5	4	4	4	3	3	2	2	KO	KO

SUIT UP, CITIZEN!

MARVEL HEROCLIX ARMOR WARS

THE ARMOR WARS HAVE BEGUN

Super hero combat clicks up a notch this November with Marvel™ HeroClix®: *Armor Wars*! Hordes of classic Iron Man™ villains and allies take sides, joining characters from Marvel's House of M event and members of Alpha Flight™ in this power-packed HeroClix expansion.

Remember to support your local retailer and "Buy it by the Brick!"

Now 2x Easier to Collect!

MARVEL WIZKIDS

www.heroclix.com/armorwars

©2005 WIZKIDS, INC. ALL RIGHTS RESERVED. HEROCLIX AND WIZKIDS ARE TRADEMARKS OF WIZKIDS, INC. MARVEL AND ALL RELATED CHARACTERS AND THE DISTINCTIVE LIKENESSES THEREOF ARE TRADEMARKS OF MARVEL CHARACTERS, INC., AND ARE USED WITH PERMISSION. ©2005 MARVEL CHARACTERS, INC. WWW.MARVEL.COM

Ranks: R=Rookie; E=Experienced; V=Veteran; U=Unique. Rarity: 1=most common; 6=most rare

HYPERTIME
(130 FIGURES)

	Hypertime Set	▲225.00
	Starter Pack	▲ 18.50
	Booster Pack	7.00
	Rarity 1 figure	0.80
	Rarity 2 figure	1.65
	Rarity 3 figure	2.90
	Rarity 4 figure	3.85
	Rarity 5 figure	4.30

#	FIGURE NAME	RK/R	NM
108	Batman	V/5	5.00
129	Batman	U/6	26.00
120	Brainiac 13	V/5	5.00
127	Catwoman	U/6	20.00
124	Comm. Gordon	U/6	12.00
123	Darkseid	U/6	20.00
122	Desaad	U/6	15.00
96	Doomsday	V/5	4.75
128	Flash	U/6	25.00
99	Joker	V/5	5.00
126	Joker	U/6	20.00
63	Nightwing	V/5	4.75
121	Parasite	U/6	15.00
111	Superman	V/5	6.00
130	Superman	U/6	26.00
125	The Key	U/6	12.00

COSMIC JUSTICE
(96 FIGURES)

	Set	235.00
	Booster Pack	7.00
	Rarity 1 figure	0.75
	Rarity 2 figure	1.50
	Rarity 3 figure	2.70
	Rarity 4 figure	3.95
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	NM
88	Amazo	U/6	25.00
94	Batgirl	U/6 ▲	19.50
95	Batman (Vmpr)	U/6	25.00
86	Bizarro	U/6	18.00
87	Brother Blood	U/6 ▲	14.50
93	Catgirl	U/6 ▲	20.00
72	Cheetah	V/5	4.95
81	Circe	V/5	4.95
75	Deathstroke	V/5	4.75
91	Despero	U/6	20.00
90	Eclipso	U/6	15.00
69	Firestorm	V/5	5.00
84	Green Lantern	V/5	5.50
89	Lex Luthor	U/6	18.00
85	M. Manhunter	U/6	24.00
92	Mordru	U/6 ▲	14.00
63	Starfire	V/5	4.95
66	Starman	V/5	4.95
96	Superman	U/6	30.00
78	Wonder Woman	V/5	6.00

UNLEASHED
(97 FIGURES)

	Unleashed Set	▲250.00
	Booster Pack	7.00
	Rarity 1 figure	0.80
	Rarity 2 figure	1.65
	Rarity 3 figure	2.85
	Rarity 4 figure	3.80
	Rarity 5 figure	4.75

#	FIGURE NAME	RK/R	NM
97	Bat Sentry	U/Ch	28.00
94	Batman	U/6	25.00
81	Black Adam	V/5	4.65
88	Captain Marvel	U/6	26.00
72	Doctor Fate	V/5	4.25
84	Green Lantern	V/5	5.00
69	Jesse Quick	V/5	4.00
87	Kilowog	U/6	20.00
96	Magog	U/6	25.00
75	Maxima	V/5	4.45
85	Metallo	U/6	22.00
92	Mr. Bones	U/6	16.00
91	Nu'bia	U/6	17.00
66	Raven	V/5	4.00
63	Shade	V/5	4.00
90	Silver Swan	U/6	18.00
78	Supergirl	V/5	5.00
95	Superman	U/6	40.00
86	The General	U/6	18.00
89	Ultrahumanite	U/6	17.00
93	Wonder Woman	U/6	27.00

LEGACY
(96 FIGURES+18 CHASE FIGURES)

	Legacy Set	400.00
	Booster Pack	8.00
	Rarity 1 figure	1.00
	Rarity 2 figure	2.00
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00
	Rarity 6 figure	14.00

#	FIGURE NAME	RK/R	NM
Batman masterpiece		UR	100.00
216	Bruce Wayne	U/SR	20.00
212	Capt. Adam	U/SR	20.00
213	Clifford Zmeck	U/SR	16.50
210	Connor Kent	U/SR	20.00
203	Drake Burroughs	U/SR	16.50
205	Etrigan	U/SR	16.50
095	Flash	U/6	25.00
090	General Zod	U/6	17.00
096	Green Lantern	U/6	28.00
093	Hawkman	U/6	20.00
086	Hush	U/6	16.50
207	J-L Hayden	U/SR	16.50
204	Lois Lane	U/SR	18.00
211	Nyeun Chun Ti	U/SR	16.50
094	Red Robin	U/6	20.00
209	R. Desmond	U/SR	16.50
202	Roy Harper, Jr.	U/SR	17.00
208	Sinestro	U/SR	20.00
097	Steel	E/Ch	23.00
214	Demon's Head	U/SR	18.00
215	The Red Hood	U/SR	18.00
206	Todd Rice	U/SR	16.50
089	Ultraman	U/6	20.00
201	Victor Fries	U/SR	16.50
087	Wonder Woman	U/6	20.00

SELECT PROMOS

#	FIGURE NAME	SET	NM
D01	Sinestro		19.25
BM1	Batman	pr	12.75
131	Carter Hall	HT	8.50
133	Selina Kyle	HT	15.00
138	Arthur Curry	HT	15.00
139	Ted Kord	HT	25.00
140	Michael Carter	HT	18.00
141	Superman	HT	16.00
201	Little Sure Shot	CJ	15.00
201	Cameron Chase	UN	16.50
202	Montgomery Kelly	UN	15.00
203	Pharzoof	CJ	50.00
203	Matches Malone	UN	20.00
204	Shvaughn Erin	UN	16.00
205	Hope	CJ	14.50
205	Jason Burr	UN	15.00
206	Eddie Carlin	CJ	14.00
206	Kendra Saunders	UN	20.00
207	Querl Dox	UN	15.00
208	Oswald Cobblepot	CJ	26.00
208	Jonathan Crane	UN	19.50
209	Manhunter 2.0	CJ	13.00
209	Floyd Lawton	UN	15.00
210	Hippolyta Tr.-Hall	CJ	15.00
210	Harvey Dent	UN	20.00
211	Pamela Isley	CJ	24.00
211	Jade	UN	20.00
212	Dinah Lance	CJ	27.00
212	Dmitri Pushkin	UN	17.50
213	Oliver Queen	CJ	30.00
213	Richard Swift	UN	15.00
214	Donna Troy	CJ	12.00
214	Trigon's Daughter	UN	15.00
215	Rokk Krinn	CJ	15.00
215	Jesse Chambers	UN	17.00
216	Garth Ranzz	CJ	14.00
216	Hector Hall	UN	21.00
217	Imra Ardeen	CJ	15.00
217	Maxima	UN	20.00
218	Yrra Cynril	CJ	40.00
218	Kara Zor-El	UN	20.00
219	Zatanna Zatara	CJ	15.00
219	Teth-Adam	UN	23.00
220	Sandra Wu-San	CJ	14.50
220	Hal Jordan	UN	53.00
221	Green Lantern	CJ	15.00
221	Shazam!	UN	23.00
222	Atom	CJ	42.00
222	Catwoman	UN	25.00
223	Plastic Man	CJ	26.00

INDY HEROCLIX
(96 FIGURES+24 ALTS.)

NOTE: Figure #s 37e-60e are available in European release only, replacing U.S. figures #37-60.
Ranks: R=Rookie; E=Experienced; V=Veteran; U=Unique. Rarity: 1=most common; 6=most rare

	Indy HeroClix Set	▲225.00
	Starter Pack	20.00
	Booster Pack	7.00
	Rarity 1 figure	0.80
	Rarity 2 figure	1.50
	Rarity 3 figure	2.40
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	NM
90	Abbey Chase	U/6	17.00
94	Angelus	U/6	14.50
96	Cyblade	U/6	12.00
88	Hecate	U/6	12.00
69	Hellboy	V/5	5.00
87	Hellboy	U/6	30.00
91	Judge Anderson	U/6	17.50
92	Judge Death	U/6	18.75
60e	Judge Fear	V/4	4.00
54e	Judge Fire	V/4	4.00
57e	Judge Mortis	V/4	4.00
78	Kabuki	V/5	4.70
51e	Nemesis	V/4	4.00
85	Samandahl Rey	U/6 ▲	11.50
89	Shi	U/6	19.00
95	Siamese	U/6	12.50
42e	Stix	V/4	4.00
48e	Torquemada	V/4	4.00
66	Witchblade	V/5	5.00
93	Witchblade	U/6	18.00
45e	W. Sternhammer	V/4	4.00

#	PROMO FIGURES	SET	MED
	Johnny Alpha	pr	16.00
	Judge Dredd	pr	17.00
201	Princess Ashleigh	IN ▼	15.00
205	Akemi	IN	15.00
206	Spec Ops Savage	IN	15.00
207	S/D Agent Alpha	IN	19.25
208	Barbara Hershey	IN	17.00
209	Aphrodite	IN	15.00
210	Sister Magdalena	IN	15.00
211	Masahiro Arashi	IN	15.00
211	Witchblade	IN	20.00
222	Boon	IN	14.00

INFINITY CHALLENGE
(150 FIGURES)

	Infinity Challenge	225.00
	Starter Pack	20.00
	Booster Pack	7.00
	Rarity 1 figure	0.75
	Rarity 2 figure	1.50
	Rarity 3 figure	2.50
	Rarity 4 figure	3.00
	Rarity 5 figure	4.50

#	FIGURE NAME	RK/R	NM
87	Black Panther	V/5	4.00
102	Bullseye	V/5	4.00
69	Captain America	V/5 ▼	4.50
148	Captain America	U/6 ▼	15.50
84	Cyclops	V/5	4.65
147	Cyclops	U/6	12.00
99	Daredevil	V/5	4.00
126	Dr. Strange	V/5	4.00
144	Elektra	U/6	12.00
138	Firelord	V/5	4.00
146	Juggernaut	U/6	13.00
142	Nightmare	U/6	15.00
78	Professor Xavier	V/5	4.00
145	Professor Xavier	U/6 ▼	12.00
140	Quasar	U/6	15.00
105	Scarlet Witch	V/5	4.00
72	Spider-Man	V/5	5.25
150	Spider-Man	U/6	21.00
141	Thanos	U/6	20.00
135	Ultron	V/5	4.50
139	Vision	U/6	18.25
143	Wasp	U/6	13.00
75	Wolverine	V/5	5.00
149	Wolverine	U/6	19.00

UNIVERSE
(126 FIGURES)

	Universe Set	435.00
	Starter Pack	13.00
	Booster Pack (2 figs)	4.00
	Rarity 1 figure ▲	0.85
	Rarity 2 figure	1.65
	Rarity 3 figure	2.95
	Rarity 4 figure	4.00

#	FIGURE NAME	RK/R	NM
124	Captain America	U/6 ▲	11.00
123	Cyclops	U/6 ▲	11.00
120	Elektra	U/6	10.00
060	Iron Man	V/4	4.75
122	Juggernaut	U/6 ▲	11.00
118	Nightmare	U/6	12.00
121	Professor Xavier	U/6	13.00
116	Quasar	U/6	10.00
051	Silver Samurai	V/4	3.25
126	Spider-Man	U/6 ▲	20.00
117	Thanos	U/6	20.00
115	Vision	U/6 ▲	14.00
119	Wasp	U/6	11.00
125	Wolverine	U/6	18.00

CLOBBERIN' TIME
(96 FIGURES)

	Set	295.00
	Booster Pack	11.50
	Rarity 1 figure	0.75
	Rarity 2 figure	1.75
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	NM
78	Doctor Octopus	V/5	6.00
75	Dr. Doom	V/5 ▼	6.50
96	Enchantress	U/6	20.00
69	Logan	V/5	4.90
95	Medusa	U/6 ▼	15.00
89	Mojo	U/6	21.00
87	Moondragon	U/6 ▲	21.00
94	Mr. Fixit	U/6	20.00
86	Nick Fury	U/6	20.00
85	Nightcrawler	U/6 ▲	65.00
91	Red Skull	U/6	25.00
84	She-Hulk	V/5	5.75
88	Spider-Man	U/6	27.00
92	Spiral	U/6	20.00
90	Super Skrull	U/6	23.00
63	Thor	V/5 ▼	6.50
93	Titania	U/6	20.00

XPLOSION
(96 FIGURES)

	Xplosion Set	205.00
	Booster Pack	7.00
	Rarity 1 figure	0.75
	Rarity 2 figure	1.50
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	NM
88	Apocalypse	U/6	25.00
87	Deathbird	U/6	15.00
86	Elektra	U/6	15.00
89	Green Goblin	U/6	25.00
94	(Savage) Hulk	U/6	28.00
78	Iron Man	V/5 ▼	5.50
92	Lady Deathstrike	U/6	18.00
95	Phoenix	U/6	25.00
91	Sauron	U/6	20.00
85	Shadowcat	U/6	17.00
93	Spider-Man	U/6	30.00
90	The Leader	U/6	15.25
96	Weapon X	U/6	23.00

CRITICAL MASS
(96 FIGURES)

	Critical Mass Set	300.00
	Booster Pack	8.00
	Rarity 1 figure	0.75
	Rarity 2 figure	1.50
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	NM
84	Absorbing Man	V/5	5.00
87	Adam Warlock	U/6	18.00
94	Beta Ray Bill	U/6 ▼	14.50
86	Captain Marvel	U/6	20.00
92	Dormammu	U/6	15.00
95	Hulk	U/6	28.00
90	Morgan Le Fay	U/6	14.00
93	Nova	U/6	18.00
88	Ronan/Accuser	U/6	15.75
89	Sersi	U/6	12.00
96	Silver Surfer	U/6 ▲	45.00
69	Spider-Man	V/5	5.00
91	Terrax	U/6	21.00
85	Warbird	U/6	18.00

ULTIMATES
(96 FIGURES)

	Ultimates Set	295.00
	Booster Pack	8.00
	Rarity 1 figure	1.00
	Rarity 2 figure	2.00
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	NM
086	Baron Zemo	U/6	17.00
066	Captain America	V/5	5.00
087	Carnage	U/6	25.00
091	Crimson Cowl	U/6	15.00
063	Cyclops	V/5	5.00
072	Doctor Octopus	V/5	5.00
094	Goblin Queen	U/6	17.00
095	Hulk	U/6	30.00
089	Iron Man	U/6	30.00
092	Magneto	U/6	22.00
078	Marvel Girl	V/5	4.95
090	Mister Sinister	U/6 ▼	18.00
093	Phoenix	U/6	26.00
069	Sabretooth	V/5	5.00
096	Thor	U/6	25.00
088	Vindicator	U/6	15.00
081	Wrecker	V/5	5.00
085	Xorn	U/6	20.00

MUTANT MAYHEM
(113 FIGURES+21 CARDS)

	Set	350.00
	Booster Pack	8.00
	Rarity 1 figure	1.00
	Rarity 2 figure	2.00
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00
	Battle Condition card	1.00
	Bystander token (B)	1.00
	Feat card (F)	1.00

#	FIGURE NAME	RK/R	NM
201	Alex Summers	U/SR	15.00
203	Angelica Jones	U/SR	15.00
089	Bastion	U/6	15.00
206	Bishop of SXE	U/SR	15.00
092	Black Queen	U/6	15.00
216	Bruce Banner	U/SR	20.00
207	C. Ferguson	U/SR	15.00
095	Count Nefaria	U/6	20.00
088	Donald Pierce	U/6	15.00
087	Fantomex	U/6	15.00
097	Giant-Man	E/UR	25.00
091	Gladiator	U/6	18.00
211	JP Beaubier	U/SR	15.00
215	Logan	U/SR	20.00
096	Loki	U/6	20.00
085	Longshot	U/6	15.00
090	M.O.D.O.K.	U/6	16.00
086	Mimic	U/6	15.00
094	N'astirh	U/6	15.00
213	Nath. Summers	U/SR	15.00
208	Peter Parker	U/SR	20.00
093	Shadow King	U/6	15.00
202	Simon Williams	U/SR	15.00
219	Spider-Man Masterpiece	Ch	200.00
205	Tandy Bowen	U/SR	15.00
209	Ted Sallis	U/SR	15.00
204	Tyrone Johnson	U/SR	15.00
214	Wade Wilson	U/SR	15.00
212	W. Langkowski	U/SR	15.00

FANTASTIC FORCES
(104 FIGURES+XX CARDS)

	Fantastic Forces Set	▲310.00
	Booster Pack	8.00
	Rarity 1 figure	1.00
	Rarity 2 figure	2.00
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00
	Rarity 6 figure	10.50
	Super Rare (LE) figure	15.00
	Battlefield Cond. card	1.00
	Bystander token (B)	0.75
	Feat card (F)	1.00

#	FIGURE NAME	RK/R	NM
87	Arnim Zola	U/6 ▲	9.00
27	Asp	V/4	4.00
18	Atlas	V/3	3.00
15	Awesome Andy	V/3	3.00
89	Baron Blood	U/6	9.00
88	Baron Mordo	U/6	9.00
206	Ben Grimm	U/SR	17.50
6	Black Knight	V/3	3.00
51	Cage	V/4	4.00
202	Cain Marko	U/SR	19.00
95	Dr. Doom	U/6	11.50
60	Dr. Strange	V/4	4.00
24	Ghost Rider	V/3	3.00
63	Green Goblin	V/5	6.00
12	Hawkeye	V/3	3.00
72	Human Torch	V/5	5.00
75	Invisible Woman	V/5	6.50
48	Iron Fist	V/4	4.00
204	Johnny Storm	U/SR	19.00
36	Jolt	V/4	4.00
66	Juggernaut	V/5	5.00
39	Karma	V/4	4.00
208	Kurt Wagner	U/SR	16.50
86	Mad Thinker	U/6	9.00
9	Moonstar	V/3	3.00
81	Mr. Fantastic	V/5	6.00
203	Namor	U/SR	19.00
84	Nightcrawler	V/5	5.00
90	Nimrod	U/6	9.00
201	Norman Osborn	U/SR	19.00
91	Orphan	U/6	9.00
50	Power Man	E/3	3.00
94	Prof. Xavier	U/6	10.50
207	Reed Richards	U/SR	17.50
57	Rogue	V/4	4.00
54	Scarlet Witch	V/4	4.00
30	Shocker	V/4	4.00
45	Songbird	V/4	4.00
96	Spider-Man	U/6	15.00
68	Sub-Mariner	E/4	4.00
69	Sub-Mariner	V/5	5.00
205	Sue Storm	U/SR	19.00
77	The Thing	E/4	4.00
78	The Thing	V/5	6.00
33	Tigra	V/4	4.00
85	Volcana	U/6	9.00
42	Vulture	V/4	4.00
93	Warlock	U/6	10.50
92	Wolverine	U/6	15.00
21	Yellowjacket	V/3	3.00

#	CARD NAME	TYP	NM
Astral Plane		BF	1.50
Atlantis Rising		BF	1.00
Brilliant Tactician		F	1.00
Disbanded!		BF	1.00
Double-Time		F	1.00
Fantastic Four		F	1.00
Force Field		F	1.50
Low Gravity		BF	1.00
Nova Blast		F	1.00
Poor Teamwork		BF	1.50
Power Dampening		BF	1.00
Shake Off		F	1.00
Thunderbolts		F	1.00
Unstoppable		F	1.00

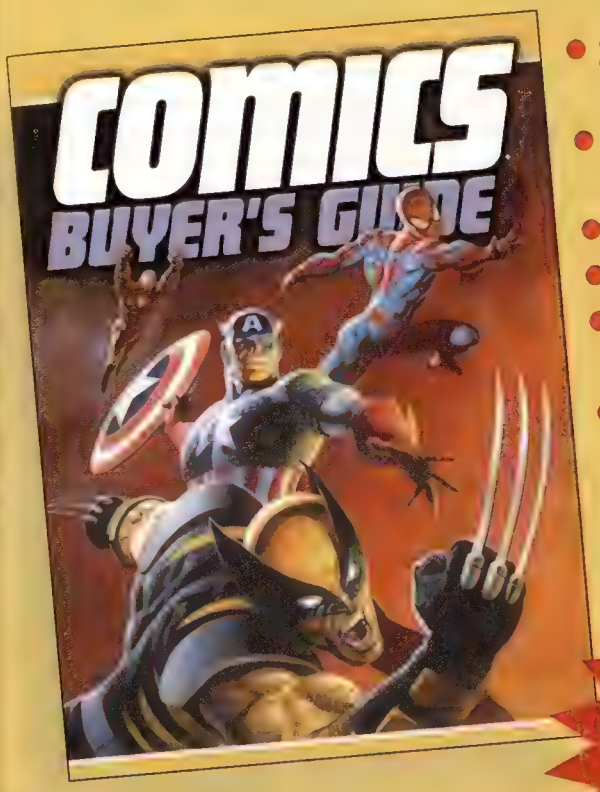
SO, YOU THINK YOU KNOW COMICS?

Not If You Haven't Subscribed to CBG!

1 year (12 gargantuan issues) $38.95
and 4 Extra Issues—just for the heck of it!

Oh, and 16 Classified Ad Forms, because you have comics to buy and comics to sell—so get started!

You've got the issue, so you know it's a great comic resource. But if you're in shock from all CBG packs into one issue, here's a brief rundown:



- 200 Pages or More Per Month—weighs 3/4 of a pound!
- Monthly Updated Price Guide—Over 80 Pages & Packed with Bonuses!
- Reviews of new comics and old ones, too!
- Lowdown on Convention News and Locations
- Expanded Coverage of Comics, Film, Manga and Other Comics-Related Collectibles
- Hot Features on Comic-Book Characters in Hollywood Movies

and we could go on and on...

Buying on the newsstand?
You'll pay $95.84 for 16 issues, without $160.00 worth of free ads! Be smart—subscribe today!

Subscribe to CBG Today!

The world's longest-running magazine about comics!

1 year (12 issues)
+ 4 free issues (16 total)
+ 16 Classified Ad Forms
$38.95

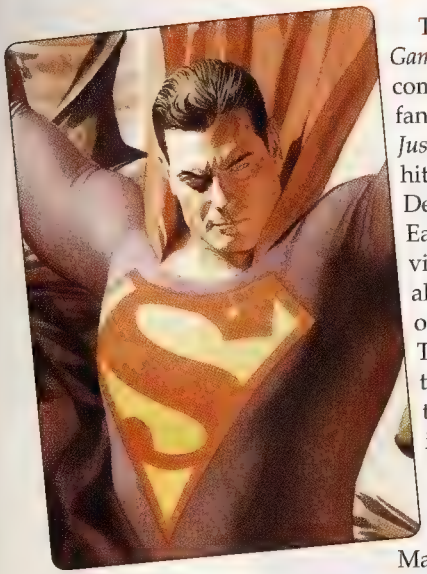
Call Today! 800-258-0929
Offer ABBK5P
Mon.-Fri. 7 am-8 pm; Sat. 8 am-2 pm, CST

BGHA05

COLLECTIBLE CARD GAME MARKET REPORT

by JAMES MISHLER

Justice League of America cards hit stores in November



The *DC Trading Card Game* expansion set that DC comic-book and card-game fans have been waiting for, *Justice League of America*, hits stores in November. Dedicated to protecting Earth from all forms of villainy — be it native, alien, extra-dimensional, or out of Hypertime — The JLA is the greatest team of super-heroes in the DC universe. It includes Superman, Batman, The Flash, Wonder Woman, Green Lantern, Martian Manhunter, Aquaman, and dozens of other reserve super-hero members who can be called upon in a time of crisis — not to mention members of such related teams as Justice League International. This set includes the core heroes and more, plus such villains and villainous teams as The Injustice League and The Secret Society of Super-Villains. The 220-card *JLA* expansion also includes a new game mechanic that enhances play for a player who designs a deck around super-hero or super-villain teams — focusing, of course, on The JLA itself.

The set includes 110 common, 55 uncommon, and 55 rare cards, packaged in 14-card booster packs. *Justice League of America* will also be released in a Deluxe Collector Deck Box Set. The Deck Box Set will include a box sized to hold 800 cards, four deck tins to hold cards, and four booster packs. The card box and deck tins all include the *Justice League of America* packaging art by award-winning comic book artist Alex Ross. The box displays the entire art piece on the cover, with the four deck tins combining to form the entire picture.

Comics Buyer's Guide #1613 will include a guide to playing VS. System games and in-depth specifics about the *DC TCG Justice League of America* expansion set. ***CBG*** #1613 will have an Alex Ross *Justice League of America* cover, part of a JLA diptych with sister magazine ***Scrye***. ***CBG*** #1613 will be on store shelves in mid-November, as will ***Scrye*** #91, which will include the second cover of the diptych.

www.upperdeckentertainment.com

City of Heroes: Arena CCG secrets revealed!

More info about *City of Heroes: Arena Collectible Card Game* from Alderac Entertainment Group is coming to light, as Doctor Cog's mystical pocket watch inexorably counts down toward the release of the game at Gen Con SoCal in November. The *City of Heroes* CCG is timed to release shortly after Cryptic Studio and NCSoft's *City of Villains*, the companion game to *City of Heroes*. Using cards instead of pixels, players build heroes and duke it out against other players. Official tournament prizes include rewards that can be used with online *City of Heroes* characters, such as new costume effects, exclusive powers, and special storyline missions. Rewards work both ways, as *City of Heroes* online players who finish certain missions and task forces can receive exclusive promotional cards for the CCG.

Just as in the online game, character cards in the *City of Heroes CCG* are divided into five archetypes. Blasters specialize in delivering damage at a distance but have few defenses. Controllers manipulate the actions of foes. Defenders focus on healing allies, increasing their abilities, and decreasing the abilities of foes. Scrappers specialize in hand-to-hand combat. Finally, Tankers combine a powerful, if slow, punch with extraordinarily tough defenses. Each hero begins the game with two powers — one from each of his power sets — and can grow in power through use of sidekick, enhancement, power, mission, and edge cards in a fashion similar to the power trees found in the online game.

The 330-card Arena set, illustrated by *City of Heroes* comic-book publisher Top Cow Productions, will be available in Battle Packs and Booster Packs. Each Battle Pack contains 25 cards, 11 of which are fixed — including a Hero, his or her signature power, and a standard power only found in that mix — while the other 14 cards are random, though from a defined set of cards for each Battle Pack type to facilitate draft play. Battle Packs retail for $4.99 each, while the 11-card random booster packs retail at $3.29.

www.alderac.com

MARVEL ORIGINS
(220 CARDS+220 FOILS)

Marvel Origins Set		▲ 395.00
Marvel Origins Foil Set		650.00
Starter Box		79.00
Booster Box		89.00
Starter Deck		13.00
Booster Pack		3.95
Rare card		3.00
Rare Foil card		6.00
Uncommon card		1.00
Uncommon Foil card		2.00
Common card		0.25
Common Foil card		1.00
CARD NAME	**RAR**	**NM**
Apocalypse	R ▼	4.50
Apocalypse	RF	8.00
Boris	R	5.00
Cerebro	R	5.00
Children of the Atom	R	5.00
Children of the Atom	RF	7.50
Dark Phoenix, Cosmic	R	7.50
Dark Phoenix, Cosmic	RF	16.00
Dr. Doom, Lord	R ▼	5.00
Dr. Doom, Lord	RF	9.00
Flame Trap	R	5.00
Gamma Bomb	R	5.00
Gamma Bomb	RF	8.00
Genosha	R	5.00
Genosha	RF ▼	7.25
Ghost Rider, New FF	R	5.00
Hulk, New FF	R	5.00
Human Torch, Hotshot	R	5.00
It's Clobberin' Time!	R	5.50
It's Clobberin' Time!	RF	7.75
Jean Grey, Phx Force	R	5.00
Jean Grey, Phx Force	RF	8.00
Ka-Boom!	R ▼	6.00
Ka-Boom!	RF	9.00
Longshot	R	5.00
Longshot	RF	7.25
Magneto, Lord	R	5.00
Magneto, Lord	RF	8.00
Magneto, Master	R	5.00
Magneto, Master	RF	8.00
Master Mold	R	5.00
Master Mold	RF	8.00
Mr. Fantastic	R	5.00
Mr. Sinister	R	5.00
Nightcrawler	R	5.00
Onslaught	R	5.00
Onslaught	RF	8.50
Quicksilver	R	5.00
Rogue	R	5.00
Sabretooth	R	10.00
Sabretooth	RF	18.00
Salvage	R	5.00
Savage Beatdown	R	11.50
Savage Beatdown	RF	20.00
Spider-Man, New FF	R	5.00
Spider-Man, New FF	RF	8.00
Storm, Weather Witch	R	5.00
Super Skrull	R	5.00
The Sub-Mariner, Ally	RF	7.50
Thing, Heavy Hitter	R	5.00
Thing, Heavy Hitter	RF	7.50
Wolverine, Berserker	R	5.00
Wolverine, New FF	R	5.00
Wolverine, New FF	RF	8.00

DC ORIGINS
(166 CARDS)

DC Origins Set		270.00
DC Origins Foil Set		395.00
Starter Box		84.00
Booster Box		82.00
Starter Deck		12.00
Booster Pack		3.70
Rare card		3.00
Rare Foil card		5.25
Uncommon card		1.00
Uncommon Foil card		2.00
Common card		0.25
Common Foil card		1.00
CARD NAME	**RAR**	**NM**
A Death in the Family	R	3.00
Alfred Pennyworth	R	4.00
Alfred Pennyworth	RF	8.00
Barbara Gordon, Oracle	R	4.00
Barbara Gordon, Oracle	RF	7.00
Batcave	R	4.00
Batman, Dark Knight	R	5.00
Batman, Dark Knight	RF	8.00
Batmobile	R	4.00
Batmobile	RF	7.00
Beast Boy	R ▼	5.00
Beast Boy	RF	9.00
Blackfire, Komand'r	R	3.00
Blackgate Prison	R	3.00
Concrete Jungle	R	3.00
Cracking the Vault	R	3.00
Deathstroke	R	3.95
D. Grayson, Nightwing	R	4.00
D. Grayson, Robin	R	3.00
Donna Troy - W. Girl	R	4.00
Donna Troy - W. Girl	RF	7.00
Dual Nature	R	3.75
Firefly	R	3.00
Fizzle	R	6.00
Fizzle	RF	13.00
Garth - Tempest	R	4.00
Garth - Tempest	RF	8.00
GothCorp	R	3.00
Have a Blast!	R	3.85
Have a Blast!	RF	7.00
Heroic Sacrifice	R	3.00
Hidden Surveillance	R	3.00
Lady Shiva	R	4.00
Lucius FoxExecutive	R	3.00
Mad Hatter	R	3.00
Mammoth	R	3.00
Mr. Zsasz	R	3.00
Museum Heist	R	3.00
Neutron, Nat Tryon	R	3.00
Omen, Lilith Clay	R	3.00
Optitron	R	4.00
Phantasm	R	3.00
Poison Ivy	R	4.00
Psimon	R	3.00
Ra's al Ghul	R	4.00
Ra's al Ghul	RF	7.00
Raven	R	4.00
Raven	RF	7.00
Remake the World	R	3.00
Rigged Elections	R	3.00
Scarecrow	R	4.00
Scarecrow	RF	7.00
Superman, Boy Scout	R	8.50
Superman, Boy Scout	RF	12.00
Talia	R	3.00
Terra, Tara Markov	R	3.00
The Demon, Etrigan	R	3.00
The Demon, J. Blood	R	3.00
The Joker, Joker's Wild	R	4.00
The Joker, Clown Prince	R	4.00
The Joker, Clown Prince	RF	9.00
The Shrike	R	3.00
Total Anarchy	R	3.00
Tower of Babel	R	4.00
Trigon, The Terrible	R	3.95
Trigon, The Terrible	RF	7.00
USS Argus	R	3.00
Ventriloquist	R	3.00
Wayne Enterprises	R	3.00
Wheel of Plagues	R	3.00

WEB OF SPIDER-MAN
(165 CARDS+165 FOILS)

Set		▲ 210.00
Foil Set		▲ 200.00
Booster Box		76.00
Booster Pack		3.70
Rare card		3.00
Rare Foil card		6.50
Uncommon card		1.00
Uncommon Foil card		2.65
Common card		0.25
Common Foil card		1.00
CARD NAME	**RAR**	**NM**
Alistair Smythe	RF	7.50
Bamf!	R ▼	4.50
Bamf!	RF	8.00
Carnage	R	6.00
Carnage	RF	9.00
Dr. Octopus, Doc Ock	R	4.05
Dr. Octopus, Doc Ock	RF	8.00
Emma Frost	R	5.00
Emma Frost	RF	8.00
Kingpin, Crime Boss	R	5.00
Kingpin, Crime Boss	RF	7.75
Mark II, Number II	R	4.65
Mark II, Number II	RF	7.50
Mary Jane Watson	R	4.30
Mimic	R	4.90
Mimic	RF	8.00
Morbius	R	4.05
Murderworld	R	4.05
Murderworld	RF	7.75
Nice Try!	R ▼	4.10
Nice Try!	RF	8.00
Silver Surfer	R	8.50
Silver Surfer	RF	14.00
Spider-Man, Cosmic	R	7.00
Spider-Man, Cosmic	RF	11.75
Spider-Man, Amazing	R	4.90
Spider-Man, Amazing	RF	8.00
Tombstone	R	4.05
Ultimate Sacrifice	RF	7.75
Venom	R ▼	6.00
Venom	RF	8.50

SUPERMAN
(165 CARDS+165 FOILS)

Set		260.00
Foil Set		▲ 350.00
Booster Box		▲ 88.00
Booster Pack		3.75
Rare card		3.05
Rare Foil card		5.00
Uncommon card		0.90
Uncommon Foil card		2.05
Common card		0.25
Common Foil card		1.00
CARD NAME	**RAR**	**NM**
Apokolips	R ▲	4.00
Astro Force	R	3.55
Barbara Gordon, Batgirl	R	3.30
Brimstone	R	3.05
Daily Planet	R	3.05
Darkseid, Lord	R	5.00
Darkseid, Lord	RF	7.00
Detective Work	R	3.55
Detective Work	RF	7.00
Donna Troy - Troia	R	3.55
Doomsday	R	5.00
Doomsday	RF	8.00
General Zod	R	3.05
Imperiex	R	3.10
Imperiex	RF	6.00
Infinity Man, Drax	R	3.05
Jason Todd - Robin	R	4.05
Jason Todd - Robin	RF	6.00
Kryptonite	R ▲	3.20
Lex Luthor, President	R	4.00
Lex Luthor, President	RF	6.00
Linda Danvers	R	4.50
Linda Danvers	RF	7.00
New Genesis	R ▲	3.20
New Genesis	RF	6.00
New Teen Titans	R	5.25
New Teen Titans	RF	7.00
Omega Beams	R	3.55
Revenge Pact	R	3.30
Roy Harper	R	3.05
Smiles, Everyone!	R	3.05
Superman, Blue	R	4.50
Superman, Blue	RF	7.00
Superman, False Son	R	4.00
Superman, False Son	RF	7.50
Superman, Man of Steel	R	5.00
Superman, Man of Steel	RF	8.50
Takion	R	3.05
The Exchange	R	3.55
The Exchange	RF	6.50
The Joker, Emperor	R	3.75
The Joker, Emperor	RF	6.00
The Source	R	7.00
The Source	RF	8.00
Wally West	R	3.05

MARVEL KNIGHTS
(221 CARDS+221 FOILS)

Marvel Knights Set		200.00
Marvel Knights Foil Set		300.00
Booster Box		88.00
Booster Pack		3.95
Rare card		3.15
Rare Foil card		5.25
Uncommon card		1.00
Uncommon Foil card		2.10
Common card		0.25
Common Foil card		0.55
CARD NAME	**RAR**	**NM**
Anarchist	R	3.15
Blood Hunt	R	3.15
Bullseye	R	4.00
Bullseye	RF	7.00
Daredevil, M. Murdock	R	4.50
Daredevil, M. Murdock	RF	8.00
Deadpool	R	3.15
Doop	R	3.15
Dr. Strange	R	3.50
Dr. Strange	RF	7.00
Ghost Rider	R	4.00
Ghost Rider	RF	7.00
King Takes Knight	R	3.15
Professor X, Master	R	5.50
Professor X, Master	RF	7.00
Professor X, Mentor	R	5.50
Professor X, Mentor	RF	7.00
Punisher, Judge	R	3.15
Scarlet Witch	R	3.50
Sold Out	R	3.50
Sold Out	RF	7.00
Spin Doctoring	R	3.15
Swing into Action	R	3.15
Team X-change	R	3.15
Untouchable	R	3.15
Weapon of Choice	R	3.15
Wild Ride	R	3.10

GREEN LANTERN CORPS
(220 CARDS+220 FOILS)

Set		190.00
Foil Set		315.00
Booster Box		68.00
Booster Pack		3.75
Rare card		2.50
Rare Foil card		5.00
Uncommon card		0.75
Uncommon Foil card		2.00
Common card		0.25
Common Foil card		0.75
CARD NAME	**RAR**	**NM**
Anti-Matter Universe	R	3.00
Death of Superman	R	3.00
Fatality, Yrra Cynril	R	3.00
Hal Jordan - Spectre	R	3.00
Hal Jordan, Parallax	R	3.00
Hush, Mystery Man	R	3.00
Prisoner of a Mad God	R	3.00
Ragman, Rory Regan	R	3.00
S.T.A.R. Labs	R	3.00
Sinestro, Enemy	R	3.00
Sinestro, GL of Korugar	R	5.50
Sinestro, GL of Korugar	RF	8.00
Zero Hour	R	4.00
Zero Hour	RF ▲	6.00

PROMO CARDS

FF 2-Player Starter	12.00
Collector Tin	20.00
Spider-Man vs. Doc Ock 2-Player Starter	15.00

OVERSIZED PROMOS

Dark Phoenix, Cosmic	6.00
Doom Triumphant	4.50
Magneto, Master	5.50
Nightcrawler	4.95
Savage Beatdown	9.25
Sentinel Mark IV	4.95

FOIL PROMOS

Advanced Hardware	4.50
Apocalypse	8.00
Bamf!	16.00
Bane	5.50
Batman, The Dark Knight	14.00
Bat-Signal	6.00
Cerebro	8.00
Children of the Atom	15.75
Daredevil, Matt Murdock	5.00
Daredevil, Man Without Fear	5.00
Dick Grayson - Nightwing	6.75
Donna Troy - Troia	7.00
Doom Triumphant	6.00
Doom-Bot, Army	7.00
Doomsday	9.25
Doomstadt	6.50
Doop	6.00
Dr. Doom, Diabolic Genius	6.00
Dr. Octopus	8.00
Finishing Move	6.00
GCPD Officer, Army	5.50
Genosha	7.00
Guy Gardner	8.00
Hal Jordan, Reborn	12.00
Jade, Jennifer-Lynn Hayden	7.00
Jetpack	5.50
Ka-Boom	10.00
Lex Luthor, Power Armor	6.00
Magneto, Eric Lehnsherr	6.00
Midnight Sons	5.50
Mimic, Calvin Rankin	8.00
Orphan, Good Guy	6.00
Pleasant Distraction	6.50
Punisher, Jury ▼	5.00
Rogue, Powerhouse	5.50
Sabretooth, Feral Rage	60.00
Sentinel Mark IV, Army	8.00
Sentinel Mark V, Army	6.50
Silver Surfer, Norrin Radd	35.00
Spider-Man, Friendly	8.00
Superman, Boy Scout	9.00
Superman, Clark Kent	6.25
Superman, Red	6.50
Teen Titans Go!	12.00
The Joker, Laughing Lunatic	10.00
The New Brotherhood	12.50
Thing	7.00
Tim Drake - Robin	7.50
Total Anarchy	6.50
Unmasked	8.00
War on Humanity	7.00
Weapon of Choice	12.00
Wild Ride	16.00
Wild Sentinel, Army	8.00
Wolverine, James Howlett	5.00
Wolverine, Logan	7.00

STARTERS

Batman Starter Deck	12.00
Fantastic Four Starter Deck	12.00
Foil card	4.50
Uncommon card	0.50
Common card	0.20

BATMAN STARTER
(28 CARDS)

Wolverine, Logan		7.00
Batcomputer	U	0.50
Batman, Shadow	F ▲	5.00
Bronze Tiger	U	0.50
Cassandra Cain	U	0.50
Flying Fortress	U	0.50
Gotham City	U ▲	0.75
Huntress, Bird of Prey	U	0.50
Lady Shiva, Destroyer	U	0.50
Ra's al Ghul, Undying	F ▲	4.75
Ubu Encampment	U	0.50

FF STARTER
(26 CARDS)

Cryonic Grenade	U ▲	0.75
Doom's Laboratory	U	0.50
Dr. Doom, Sorcerer	F ▲	5.25
Force Shield	U ▲	0.75
Mr. Fantastic, Leader	F ▲	5.50
Reed's Workshop	U	0.50

COMICS MARKET REPORT

Still trending upward

Continuing a very solid summer run, sales of new and old comics continued to climb in August. In the slabbed comics arena, key Silver Age titles — Marvel in general, and *Amazing Spider-Man* and *Avengers* in particular — recorded prices just about on average across the board. Of the Golden Age titles, several nice copies of *Batman, Detective Comics,* and *Superman* were offered, but none of the bids met the reserve.

Beyond the increasingly popular RRP variants (see Page 135), variant issues continue to attract attention. Adam Hughes' *JSA: Classified* variants (his cover and the sketch) and recent *New Avengers* variants remain high on collectors' want lists. While the

chase covers attract plenty of press, comics with equal-split A and B covers remained below the radar.

Art auctions remained steady. Charles Schulz *Peanuts* dailies continue to be solid sellers in auctions between $10,000-14,000.

the AMAZING SPIDER-MAN
AMERICA'S MOST EXCITING SUPER-HERO CLASHES WITH THE WORLD'S MOST BIZARRE SUPER-VILLAIN!
DR. OCTOPUS!

Top all-time CGC 9.4 auction averages

1.	*Amazing Spider-Man* #3	$16,303
2.	*Avengers* #1	$14,875
3.	*Daredevil* #1	$11,683
4.	*Amazing Spider-Man* #5	$10,570
5.	*Amazing Spider-Man* #4	$10,050
6.	*Amazing Spider-Man* #11	$8,656
7.	*Amazing Spider-Man* #14	$7,901
8.	*Amazing Spider-Man* #15	$7,801
9.	*Amazing Spider-Man* #6	$6,787
10.	*Daredevil* #7	$6,567
11.	*Star Wars* (35¢) #1	$6,552
12.	*Uncanny X-Men* #2	$6,400
13.	*Amazing Spider-Man* #9	$5,405
14.	*Avengers* #4	$5,210
15.	*Amazing Spider-Man* #13	$5,058
16.	*Batman* #24	$4,617
17.	*Amazing Spider-Man* #7	$4,375
18.	*Wonder Woman* #4	$4,375
19.	*Uncanny X-Men* #3	$4,251
20.	*Amazing Spider-Man* #10	$3,967
21.	*All-Star Comics* #18	$3,967
22.	*Fantastic Four Annual* #1	$3,939
23.	*Justice League of America* #9	$3,888
24.	*Amazing Spider-Man* #28	$3,871
25.	*All-Star Comics* #56	$3,817
26.	*Flash Comics* #22	$3,817
27.	*Journey into Mystery* #112	$3,751
28.	*Uncanny X-Men* #4	$3,707
29.	*World's Finest Comics* #13	$3,525
30.	*Wonder Woman* #10	$3,438
31.	*Avengers* #2	$3,367
32.	*Amazing Spider-Man* #12	$3,354
33.	*Amazing Spider-Man* #16	$3,241
34.	*Amazing Spider-Man* #8	$3,200
35.	*Amazing Spider-Man* #17	$3,156
36.	*Journey into Mystery* #87	$3,145
37.	*Showcase* #19	$3,125
38.	*Sub-Mariner Comics* #20	$3,067
39.	*Daredevil* #2	$2,988
40.	*Amazing Spider-Man* #50	$2,870

Two or more auctions

Industry indicators for AUGUST 2005

BACK ISSUE MARKET

CGC (Comics Guaranty LLC) had graded
610,204 comic books
as of its **July 7** population report.

8,819 auctions
for **CGC-graded comics** received bids on **eBay** this month, closing for
$1.3 million
an average per auction of **$148**

172 auctions
for CGC-graded comics
closed with bids over $1,000.

At any given time, eBay offered
108,400 auctions
in its comic-book category.

NEW COMIC-BOOK MARKET

Counting just its Top 300 **comic book titles**, Diamond Comic Distributors sold to comics shops approximately...
7.13 million copies
...**up 12%** from the same month last year (which had one less shipping week).

If all sold, those copies were worth, at full retail, approximately...
$20.83 million
...**up 14%** from the same month last year.

Comics shop final orders for the Top 100 **new trade paperbacks** sold by Diamond were worth approximately...
$3.66 million

Combined, those products equal...
$24.49 million
...**up 11%** from the same month last year.

The total of **all comic books, trade paperbacks, and magazines** retailers bought from Diamond was approximately...
$32.58 million
...**up 18%** from the same month last year.

The **average price** of the typical comic book ordered by retailers was...
$3.17
...**unchanged** from the same month last year.

*Don Butler can be reached at **megaguide@krause.com.** CGC sales data is provided by Darryl Buchanan, who can be reached at **dbuchanan@thecomicsheet.com.***

VISIT OFTEN!
PEDIGREECOMICS.COM
has da Best Selection of Hi-Grade CGC Comics!!!

Now It's CHARGIN' TIME!!!

PEDIGREE PACKS EVEN MORE PUNCH!
New Online CREDIT CARD Service Makes Payment EASIER AND FASTER!!!

Consign Now!

BETTER SERVICE, LOWER FEES!

ONLY 8%

Pedigree Comics deals exclusively in CGC Graded Comics and Magazines, so our customers can buy and sell books with ease, confidence and without any guesswork!

Pedigree specializes in Ultra High Grade Marvels from the Silver, Bronze and Copper Ages. Along with customer consignments, the site is stocked regularly with many "newly graded gems" from owner Doug Schmell's impressive collection of nationally recognized pedigrees!

Pedigree offers the absolute LOWEST Consignment Fee in the industry! ONLY 8% with no hidden costs and no buyers premiums! We do all the work, you take home 92%...Sweet!

Pedigree will BUY your comics! Doug Schmell has paid the highest recorded prices for countless individual comics as well as entire pedigree collections. Ask anyone in the hobby! You're assured professionalism and the best possible offer!

Pedigree caters to an ever-growing clientele of high grade collectors and also aggressively promotes and markets its services to attract new buyers and consignors!

Pedigree's Doug Schmell has been an avid collector for over 30 years. As a fan, he understands your passion for the hobby and returns every call and email. Check out his personal collection on the CGC Registry under "Captain Tripps".

Pedigree Comics®

GPAnalysis

CGC Comics Guaranty, LLC
Charter Member Dealer

Pedigree Comics, Inc. • 12541 Equine Lane • Wellington, FL 33414
www.PedigreeComics.com • email: DougSchmell@pedigreecomics.com
Toll Free: (877) 6-COMICS or (877) 626-6427 • Mobile: (561) 596-9111 • Fax: (561) 422-1120

All Fantastic Four (the "Thing") Character(s) © Copyright of Marvel Comics

BACK ISSUES: STOCK OR SCRAP?

Do you believe in the after(market) life?

by **MARC PATTEN**

Getting stuck with even one extra copy per title could cause a store to go out of business in a matter of months.

The back-issue comics market hasn't been this strong since 1991. This is a fact. How do I know? For one thing, everyone knows that, once something is in print, it's a fact. So, if you just read the first sentence of this month's column, there you go.

Many retailers define back issues differently. Some long-time comics shops have a nice selection of comics between five and 50 years old, but anything new stays on the shelves for as long as possible and, six months to a year later, is liquidated or thrown into storage with all the other unsold stock. Similarly, there are stores that don't carry *any* boxes of older comics and just concentrate on new material. These stores traditionally order to sell out by the time the next issue arrives. That way, there's no messy bagging and boarding to do and no longboxes to keep nice and orderly.

Still other stores order at least a few extra copies of popular titles, which are then planned for placement in the back-issue inventory once a new issue comes in. This sort of buying mentality was far more prevalent in the 1980s than it is now — especially at the onset of the direct market, when newsstand sales gave way to comics-shop sales. Comics-shop owners purchased extra copies of most titles, only to mark them up by 10% or 20%, throw a comics bag on each copy, and put each into the back-issue bins. This was the most cost-effective way of stockpiling out-of-print comics. Chuck Rozanski routinely talks about these practices in his columns, and he's a wealth of knowledge of retail history of the last 35 years.

Overbuying for fun and profit

Nowadays, most retailers can't afford to buy lots of extra copies. Instead of 50 comics coming out each month, there are more than 300. Getting stuck with even one extra copy per title could cause a store to go out of busi-

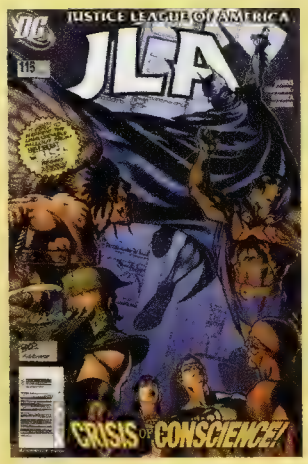
Dozen to dig for

The dollar is king in the modern back- issue market, and those titles that make the coveted "Dozen" are no exception. While Marvel's *House of M* and DC's *All Star Batman and Robin, the Boy Wonder* are selling gajillions of copies to eager fans, cover price is the norm here. What's *really* moving and shaking the market are variant covers from the Marvel side and any story tie-in to do with this month's *Infinite Crisis* mega-event. Wait! What's that sneaking in at #8? A Dark Horse book? Oh, a *Joss Whedon* DH book!

1. *Wonder Woman* #219 and 220 (tie). The final part of the "Sacrifice" crossover with July's Superman titles had some dire consequences for our heroes, and the epilogues in *Wonder Woman* #220 and *Adventures of Superman* #643 caught those same fans off-guard with quick sell-outs from DC. Sep 05 Cover: $2.50@ #219 Current price: 1st print $14; 2nd print $3; #220 Current price: $5

2. *The OMAC Project* #1. The end is almost near, and things aren't looking cheery for the heroes of the DC universe. First printings of #1 are becoming scarce even at conventions, but the demand is still growing for this suspense story with a cyberpunk twist. Jun 05 Cover: $2.50 Current price: 1st print $20, 2nd print $5, 3rd print $3

3. *JLA* #115. The first part of "Crisis of Conscience" is



sold out across the country and, despite the hype build-up, many fans missed this gem. Quality sells, and this is no exception. Aug 05 Cover: $2.50 Current price: $12

4. *JSA Classified* #1 and 2 (tie). Geoff Johns, Amanda Conner, and a character with more continuity headaches than Hawkman: What's not to like? Fans are desperate to learn the "true" origin of Power Girl and how she ties into *Infinite Crisis* this fall. Sep 05 Cover: $2.95 Current price: #1 Adam Hughes cover $12, Amanda Conner cover $8; #2: $5

5. *Villains United* #1. Two of comicdom's hottest characters are Deadshot and Catman. We are truly living in Bizarro

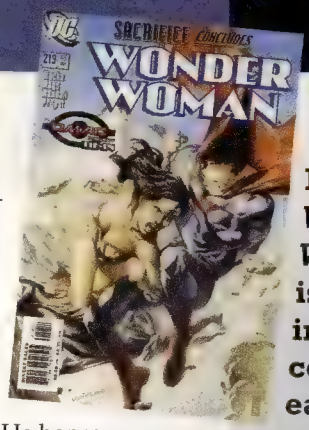
ness in a matter of months. Think of how many stores went under in the '90s, especially the ones that were "speculating" on cases of "hot" comics each month — comics that never increased in value or demand and probably never will. High supply and moderate demand do not a hot comic make.

Retailers today who do buy extra copies of certain titles do so for two reasons: They either believe in the aftermarket or they don't. I realize that sounds a bit odd, so let me explain: Most retailers are smart. Based on their customers' buying habits, they have a pretty good idea of what to order each month, even if they have to take a good educated guess for a new title or three. If *Wonder Woman* is selling 20 copies each month, and the big crossover event that is selling 50 copies per issue crosses over into *Wonder Woman*, then somewhere between 20 and 50 copies is that magic number.

Let's say that a retailer decides that, because a key story point is going to occur in that issue of *Superman*, he orders on the high side at 40 copies. He or she knows there will be sales of 20, and most likely 30, copies, so the extra 10 is a risk. It's what the individual store owner does with those 10 copies that makes him or her a believer or not in the aftermarket.

Store Owner A will hold those extra 10 copies in the back room, since he has high hopes that, if the issue sells out quickly in his area and around the country, the value will go up and he will be able to sell those extra 10 copies for $5 instead of $3. Hey, keeping a small business running is tough, so every little bit helps.

Store Owner B will hold those copies in the back room and, as the pile dwindles to a few copies if the issue gets some heat, he will then put those extra copies out on the rack proudly at regular cover price, secure in the fact that his competition has sold out and his is the only shop in the area that still has copies for sale. He hopes that, when non-regular customers come hunting for the elusive issue that sold out all over, they will happily come to his store and maybe continue shopping there on a regular basis.



If *Wonder Woman* is selling 20 copies each month, and the big crossover event that is selling 50 copies per issue crosses over into *Wonder Woman*, then somewhere between 20 and 50 copies is that magic number.

A good example of this scenario is two stores in New York City — both in the center of midtown Manhattan. One is Jim Hanley's Universe, a spacious store that carries a huge depth of new comics and related items. The other is a smaller store, Collector's Universe, that carries mostly mainstream and popular titles plus loads of miscellaneous cool collectibles.

Both of these stores tend to order heavily on issues that they feel have "extra legs": heat after the next issue comes out. But they handle things differently — at least to this observer's eyes.

At Jim Hanley's, they pride themselves on rarely selling out of new issues. Their ordering staff, led by Hanley himself, has been in the business for many years and has seen it all, so the staff knows what books to order heavily on and what not to. If a comic that has

World these days in the DC universe. Gail Simone is the breakout writer of 2005; watch her as she shines into 2006. Jun 05 Cover: $2.50 Current price: 1st print $12, 2nd print (sketch cover) $8, 3rd print $3

6. Marvel Variant Covers (tie). Like them or hate them, Marvel's plethora of variant covers are causing a lot of waves this month. From convention exclusives to incentive variants, fans want 'em all. Here are a few to hunt for. Jun-Aug 05 Cover: $2.99 @ Current price: *House of M* #1 Quesada Variant $25; *House of M* #1 Joe Madureira Variant $15; *Wolverine* #26 Silvestri Variant $15; *Woverine* #27 Quesada Variant $20; *Uncanny X-Men* #461 Adam Kubert X-babies Variant $15; *Ultimate Fantastic Four* #21 Variant $8

7. July Superman titles (tie). (*Superman* #219, *Action Comics* #829, *Adventures of Superman* #642 and 643) Is the holy trinity of DC's big three (Batman, Superman, Wonder Woman) breaking up? We've been warned, and this storyline doesn't seem to have a happy ending. "Sacrifice" Parts 1-3 (of 4) and an epilogue tell the tale of woe. Sep and Oct 05 Cover: $2.50@ Current price: 1st prints $6, 2nd prints $3

8. *Serenity* #1 and 2 (tie). Joss Whedon can do no wrong in comics. The *Serenity* movie is a critical hit with fans, and the comics prequel mini-series is a perfect blend of crisp dialogue and fine art. Fans of the movie and TV show *Firefly* it spun out of won't want to miss this series. Jul and Aug 05 Cover: $2.99 @ Current price: #1: $8, #2: $5

9. *Batman* #635-641 (tie). OK, Bizarro World it definitely am, when Jason Todd take center stage for Batman fans. Those of you who voted to kill the kid 16 years ago, for crying out loud, should make up your minds, already! Mar 05 Sep 05 Cover: $2.50 @ Current prices: #635 $15; #636, 637 $12; #638 1st print: $12, 2nd print: $6; #639 $15; #640, 641 $5

10. *Wonder Woman* #214. The big W is staying strong, as her *Infinite Crisis* crossover with *Flash* continues to make fans search out this low-print-run gem. May 05 Cover: $2.25 Current price: $25

11. *Supergirl* #1. Kara Zor-el, the real Girl of Steel, is back in the DC universe, and fans couldn't be happier. An intriguing story that brings characters from the entire DC universe to her door entrenches our Supergirl firmly into the hubbub of *Infinite Crisis*. Let's hope she fares better in this crisis than the last one. Oct 05 Cover: $2.95 Current price: 1st print $6, 2nd print $3

12. *Hawkman* #41. Nothing like killing off the main character almost four years into the series to boost after-market interest. And the Golden Eagle returns from the dead, claiming hero parentage! Jimmy Palmiotti and Justin Gray tell this captivating tale. Don't miss #45 — the big climax — on sale now. Aug 05 Cover: $2.50 Current price: $8

HEATING UP

These are comics that you should be reading or that you might want to check out when they arrive at the shop. Don't say I didn't warn you!

Captain America #8-16
The "Winter Soldier" story begins, as we find out if the soldier is, indeed, Cap's old partner Bucky .

Green Lantern Corps: Recharge
The GL Corps is back, and Kyle Rayner, Kilowog, and everyone's favorite curmudgeon Guy Gardner take the lead.

HOT ISSUES FROM BACK IN THE DAY...

Detective Comics is a hotbed of key issues tying into today's storylines. Some key issues to hunt for:

Detective Comics #751
The first appearance of Batman's former bodyguard and main squeeze, Sasha Bordeux.

Detective Comics #463
The first appearance of The Calculator.

Detective Comics #474
The first appearance of the modern Deadshot.

Detective Comics #411
The first appearance of Ra's al Ghul's daughter, Talia.

Detective Comics #311
The first appearance of Catman.

Justice League of America #116
The first appearance of Charley Parker, the Golden Eagle.

Justice League of America #166-168
First mention of the infamous villains "mind-wipe" from *Identity Crisis*.

Marvel Spotlight #32
First appearance of Spider Woman (Jessica Drew).

New Teen Titans #2
The first appearance of Deathstroke the Terminator.

Suicide Squad #23
The first appearance of Barbara Gordon as Oracle.

Werewolf by Night #32
The first appearance of Moon Knight, who's making a huge comeback in 2006.

Avengers West Coast #56
Scarlet Witch goes crazy.

been out for a week sells out from the publisher (the first indicator that it may have back-issue heat), Hanley's is one of the first places I'd go to in New York City, if my regular shop was sold out of something new. More than likely, they'd still have a stack of copies on the shelf for cover price. On the rare occasion that they do mark up a new issue, it is usually a small mark-up and is done to prevent other dealers from coming in and scooping up all available copies.

Collectors Universe, from what I've observed over the last few years, orders enough copies for their regular customers of titles they think will be "hot," yet they also seem to order extra copies to sell later at a premium, if their prediction comes true. Now, let me repeat: *They order more than enough for their regular customers*, so there is no "price gouging" here as far as I can tell. They merely order extras to sell on eBay or to passers-by who want the so-called "hot" comic book and are willing to pay a premium for it. My guess is that this type of practice is more popular with stores in metropolitan areas with greater numbers of comics customers and shops than it might be for a neighborhood shop in the middle of suburbia.

Is one practice better than the other? That's not my place to say. Each type of store does what it does depending on the business model it uses and ultimately does what it needs to survive profitably.

Lost at cost vs. new lease on life

Another area of aftermarket life resembles the chicken versus the egg syndrome. How this works is based on a theory I've had for a long time: that back-issue sales can affect new-book demand and, conversely, new comics sales and popularity affect the back-issue market.

Don't ask me why this seems to work this way, but let's say there is good word-of-mouth buzz on a comic like *Invincible* from Image. New-issue sales are fair, but fans who picked up on the series too late can't find the first few issues. This can cause the back-issue prices of those early issues to increase slowly — or skyrocket, depending on how strong the demand is. *Invincible* #1 (Jan 03) goes for about $25 these days, and #2-4 (Feb-Apr 03) are about $12 each. IDW's *30 Days of Night* is another good example of this. What happens then is that, in my opinion, the series is getting so *much* attention that fans begin buying the new issues while they search for the early ones. After all, if they wait, they may not find those, either. So print runs on later issues rise,

and creators and publishers shout for joy at The Little Book That Could getting its shot.

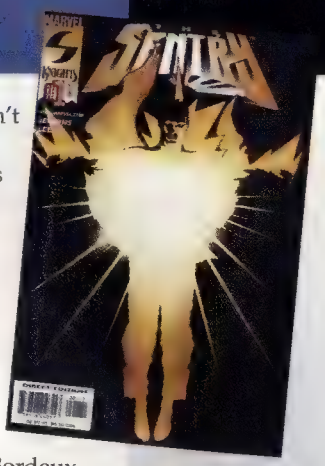
Conversely, story events in current comics can quickly affect back-issue sales of older comics. This phenomenon is usually related to a newly revised or resurrected character's first appearances — especially if the character was somewhat obscure before and is currently experiencing newfound popularity. An event in current comics that harkens back to older continuity or stories from previous eras is another situation that can cause aftermarket interest in those older stories.

Avengers West Coast #56 (Mar 90) is a perfect example. A store that has a well-stocked back-issue department will probably have this issue in the bins at $2 or so. This is an issue that, at most conventions, would be in 50¢ or $1 boxes at best. At the recent Big Apple Comic Con in New York City, a dealer I know sold more than 10 copies at $10 each. What's so special about this issue? It's the first issue of a major story in which The Scarlet Witch goes nuts and turns evil. If memory serves, artist and writer John Byrne took our heroine and her immaculately conceived children and put them through the ringer, resulting in a revelation that (***Spoiler Warning***) the children never really existed at all; she created them out of thin air. Today, this is a major plot point of "the Scarlet Witch goes bonkers and wrecks The Avengers" storyline from last year's "Avengers Disassembled," which then leads into this summer's mega-blockbuster *House of M* crossover.

Some stores might keep that issue at $1-$2 and leave it alone. Others might pull all the copies they can find in their old stock and mark 'em up quick to catch the spark before the heat dies. Again, either way, each type of store does what's best for it. As for the collectors out there, finding the things you like at the best possible price is called the thrill of the hunt, and it's what back-issue collecting is all about.

Using the Avengers example again, Brian Michael Bendis has created a sales phenomenon with his hugely popular *New Avengers* series. In it, he's reintroduced readers to the original Spider Woman (Jessica Drew), Luke Cage, and such other, newer characters as The Sentry. These characters have been given new leases on life. Guess what? *Marvel Spotlight* #32 (Feb 77), the first appearance of Jessica, is now a $50 NM comic and climbing. *Sentry* #1 (Sep 00) is now a $15 comic. Both those comics were worth about 20% of those values a year ago.

On the DC side, we all know how popular all of the *Infinite Crisis* prelude mini-series are this summer, but it was a surprise to most that *The OMAC Project* would be leading the pack. A title with the name OMAC in it hasn't been this popular since, well, *never*. In fact, other than such visual similarities as the Mohawk look, the new series has absolutely nothing to do with the original Jack Kirby creation. So why, then, are really sharp copies of *OMAC* #1 (Oct 74) now selling for between $30 and $50? Synergy works, I guess.



Detective Comics has been a hotbed of aftermarket activity recently. The first appearance of Batman's former bodyguard and main squeeze, Sasha Bordeux, in *Detective Comics* #751 (Dec 00) now clocks in at $12, thanks to her key role in *The OMAC Project*. Since the release of last year's *Identity Crisis*, copies of *Detective Comics* #463 (Sep 76), the first appearance of The Calculator, are going for around $45 in nice shape. Don't even get me started on Catman's newfound popularity from *Villains United*. This third-rate villain's first appearance in *Detective Comics* #311 (Jan 63) is now climbing to more than $250 in VF and higher in NM. *Detective* #474 (Dec 77) has the first appearance of the modern Deadshot, while #411 (May 71) has the first appearance of Ra's al Ghul's daughter, Talia, who is currently partnering with Lex Luthor.

The whole "mindwipe" idea from *Identity Crisis* apparently originated in *Justice League of America* (1st series) #166-168 (May-Jul 79). *Justice League of America* #168, a comic that used to go for $3, now goes for more than $25 in NM, while the first two parts to the story sell for $12 each.

Two obscure comics that had "worthless" written all over them a few months ago are *Action Comics* #598 (Apr 86, first Checkmate) and *Suicide Squad* #23 (Jan 89, first Barbara Gordon as Oracle). They're making waves at $15 each, due to recent popular stories in current DC comics.

Whether these newfound gems will hold their value is a question of time. Is the value real or artificially inflated? Only you, the fans, can decide if you do or don't believe in the aftermarket. Remember: Old, worthless comics are only valueless until someone comes around to shine them up a little.

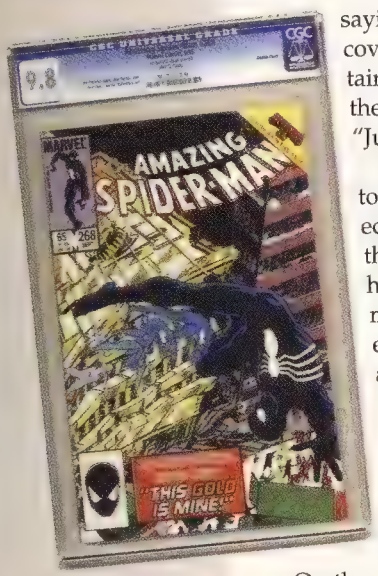
For the collectors, finding the things you like at the best possible price is called the thrill of the hunt, and that's what back-issue collecting is all about.

MARC PATTEN owns Heroes In Action (**www.heroesinaction.com**), a mail-order and convention-based company specializing in comics and toys from the 1960s to today. E-mail Marc at **HeroesInAction@aol.com** or call him at (203) 820-4447.

A double- and triple-play

DOUBLE covers may bring TRIPLE figures

by **WILLIAM INSIGNARES**



You may have heard the popular saying, "Don't judge a book by its cover," but, for some seekers of a certain type of rare misprint in comics, the more preferred saying may be, "Judge a book by its double-cover."

It's not enough for some collectors to seek out items that are limited, rare, or scarce. For many fans, the items that they are collecting have to be downright unique: They may be the only one of their kind ever produced. Since some comics aficionados collect but never read comics, many of these specimens live a quiet existence, unknown to the other comic books that share a space with them in a box or closet. They lead a double life. A facade.

On the outside, they appear to have a normal face — but take a closer look, and a duality exists just inside the comics bag. Such is the ambiguous existence for many comic books that have been erroneously printed with two covers, produced when two copies of the cover are attached to the comic book at the printer. Most collectors of double covers are interested in high-grade copies. Many times, when one of these books is identified, one cover will be in better condition than the other. Usually, it will be the inner cover, since it is more protected than the outer cover.

On occasion, *both* covers will be in super-high-grade. When this happens, the seller or the owner of the book can appreciate that they may actually have a solid investment collectible. A perfect example of this is an *Amazing Spider-Man* #268 graded CGC 9.8 that sold recently online for $163. Meanwhile, the average selling price for the same issue in the same certified grade with one cover is roughly $70.

Note, though, that not every double-cover in excellent condition is necessarily valuable. Other factors, such as age and importance of the issue, will determine how much the comic may bring if sold. Since most are the only one in their class, no price guide exists for these.

The double-cover sightings have been reported for quite a while, and a recent online auction showcased a two-cover *Popeye* comic book from 1950.

Do "double covers" have a weird aunt or uncle?

Yes! Some relatives of the double cover include triple covers, which are very, very, rare. Usually, they're a very good find, since often the third cover on the inside has been so well protected by its twin brothers that it looks Mint.

Another offshoot is the wrong cover on the right book — or is it the right cover on the wrong book? Be mindful of counterfeits on these. An easy rule of thumb to remember: The cover and the interiors must belong to two different books that shipped in the same month. So, if you see a December cover with a June interior, say, "No!" and tell them I said you should say that. Oh, and tell them they are busted, too!

I know I said it earlier and I will say it again: Many of these misprint variants are seldom discovered, because so many collectors nowadays do not even open their books after they purchase them.

Comics specialist **WILLIAM INSIGNARES** runs **DemolitionComics.com** in Tampa, Fla., which he bills as "The world's first multi-lingual international comics super store." He can be contacted at (813) 832-2692.

WEB DIRECTORY

ANIME & MANGA

Bandai Entertainment
www.bandai-ent.com
One of the premier companies leading the way for Japanese Animation in the U.S. Mobile Suit Gundam Series, Vision of Escaflowne and Cowboy Bebop.

AUCTIONS

All Star Auctions
www.allstarauctions.net
All Star Auctions is committed to offering the absolute finest collectibles. We are proud to be the #1 source of original comic art and related material, dedicated exclusively to the field. We have been leaders in the field for over 25 years: Our business is comic character collectibles!

Heritage Comics Auctions
www.heritagecomics.com
Public auctions at major conventions & the Internet, E-mail: Auctions@HeritageComics.com for consignment/subscription information.

MastroNet Incorporated
www.mastronet.com
Premier catalogs 5 times a year.
E-mail: Bmarren@mastronet.com for consignments.

BACK ISSUE COMICS

A & S Comics and Cards
www.ascomics.com
ascomics@aol.com
Thousands of back issues, inventory constantly growing, discounts available, strict grading, satisfaction guaranteed. Want lists accepted.

Colossus Comics
www.colossuscomics.com
Modern back issues, CGC 9.8 subscriptions & preorders, eBay store, auctions and more. Overstreet Advisor/ trusted service.

Demolition Comics
www.demolitioncomics.com
Save 20% off everything every day! Over 1,300 trades in stock. Hot newer back issues and variants. Subscription service available. Largest selection of comic posters and variants on the Web!

G-Mart Comic Book Store
www.g-mart.com
Buy current and back issues online.
Advance orders from Previews save 35% off new comics.

Impulse Creations
www.impulsecreations.net
20-30% off all new comics. Deep discounts on back issues. Free shipping available!

Lone Star Comics
www.mycomicshop.com
117,000 different comics, largest selection in the world. 106,000 comics on buying list at www.webuycomics.com

Mile High Comics
www.milehighcomics.com
Over eight million back issues online:
Marvel, DC, Dark Horse, Image, lots of independents.

Silver Acre Comics
www.silveracre.com
Europe's largest. 1,000,000 back issues. 110,000 online, plus pictures.

Westfield Comics
www.westfieldcomics.com
Now offering a large selection of back issues.

CARTOONISTS

Dan Parent
www.danparent.com
Comics and art for sale, freelance illustration, cool links and good old-fashioned FUN!

CERTIFICATION

Comics Guaranty, LLC
www.CGCcomics.com
Give your books the advantage of certification, accurate grading, and state-of-the-art protection.

COLLECTABLES

William Hughes' Vintage Collectables
www.VintageCollectables.net
The Web site for the advanced collector of Comics, Baseball Cards and Movie Posters.

CONVENTIONS/SHOWS

Frank & Son Collectible Show
www.frankandsonshow.com
#1 Show in U.S. Wednesday night & Saturday.
We have everything! Free admission & parking.

DISTRIBUTORS

Diamond Comic Distributors/Previews
www.diamondcomics.com
Previews editorial online, weekly updated shipping lists, The Toy Chest, Video Vault, and more!

GOLD & SILVER AGE COMICS

Alexander's Collectors Items
David T. Alexander
www.cultureandthrills.com
World's largest variety. Massive Web site. 15,000 items with images and descriptions. Over 120,000 Golden, Silver, & Bronze Age Comics available. 25,000 Pulp Magazines, Original Art, Movie Posters & Magazines, CGC Graded Comics. New additions to our Web site almost daily. Send us your want list. We are always buying. OVER 35 YEARS OF SERVICE. 100,000+ MAIL ORDERS.

Bookery Fantasy
www.bookeryfantasy.com
Publishers of "Ultimate Guide to Pulps" - buying pulps, comics 1930's-1960's, paperbacks, movie posters.

Bunky Brothers Comics
www.bunkybrothers.com
Easiest, fastest, full service comic book site on the Web! Search & sort results of 1,000's of Gold Silver Bronze modern by title, grade, price, and more! Simply - the best!

Esquire Comics.com
www.esquirecomics.com
Investment/high grade and key issues of Platinum, Golden, Atom and Silver Age comics from 1930 - 1963

Gary Dolgoff Comics
www.garydolgoffcomics.com
Over 800,000 comics 40s-2000s!
Superhero (DC, Marvel, Fawcett, Dell & Gold Key, etc.)
TV & Movie, Funny, Western, War, Romance, etc.
Our strict grading saves you 25%-50% (over others grading).
Buying & Selling Comics
Poor To Mint - No collection too large!
413-529-0326

Metropolis Collectibles, Inc.
www.metropoliscomics.com
Largest comic book dealer in the world.
Over 100,000 Gold, Silver & Bronze Age comics for sale, large selection of CGC graded comics, computerized want list service, search engine, monthly feature & market report.

Terry's Comics
www.terryscomics.com
Very large selection of Golden Age through Bronze Age comics, comic magazines, pulps and fanzines.

Harley Yee Rare Comics
www.harleyyeecomics.com
Buying and selling Golden Age, Silver Age, Bronze Age CGC comic books.
Over 30,000 comic books on our Web site at www.harleyyeecomics.com

INSURANCE

Collectibles Insurance Agency
www.collectinsure.com
Insurance for your comics and over 100 other types of collectibles. Online collector or dealer quotes.

ONLINE RETAILERS

The Comic Vendor
www.comicvendor.com
The world's fastest comic book Web site. The real price of a book in seconds. 48 years as a comic book retailer. Multiple grades of most issues. Millions of comics in stock right now. New issues at discounts and free shipping worldwide. Nick Scotto, 310-850-1800. Cell 9-9 daily.
Email: info@comicvendor.com

Dreamland Comics
www.dreamlandcomics.com

Visioncomix
www.visioncomix.com
20%-40% off all products.
Free Shipping on all orders over $30.00.

Westfield Comics
www.westfieldcomics.com
Serving collectors for over 20 years. Serving collectors online since 1994.

ORIGINAL ART

Norm Breyfogle
www.normbreyfogle.com
The newly-designed, radically upgraded, official Norm Breyfogle Web site is now online!

PRICE GUIDES

Comicspriceguide.com
www.comicspriceguide.com
The Internet's premiere comic price guide. Comprehensive collection tracking. Buy and sell comics commission free.

SUBSCRIPTION SERVICES

M & M Comic Service
www.mmcomics.com
New comics up to 50% off. Statues & busts up to 30% off. 21 years in business.

SUPPLIES

Bill Cole Enterprises
www.bcemylar.com
Specializing in Archival comic book supplies.
We can supply Mylar sleeves in just about any size.
E-mail: sales@bcemylar.com

To place your ad in the Internet Directory, please include your name, address, city, state, zip, phone, web address, category and a 15 word (or less) description all for $276.00 for 12 consecutive issues (address and phone will not appear in listing). Mail to: Comics Buyer's Guide, 700 E. State St., Iola, WI 54990 or call 715-445-2214.

EVEN MORE REVIEWS!

Look on the pages ahead for...

Banana Sunday #1
Battle Pope #1
Bear #8
Black Mane
BPRD: The Dead
Coexisting
The Covenant
Decoy: Menagerie
Firestorm #11-14
Gotham Central #33
Houdini: The Man from Beyond
Hunter-Killer #1
The Imaginaries #2
JLA Classified #10
JSA Classified #1
Kanpai Vol. 1
Local #1
Meatcake #14
Midori Days Vol. 1
Mome #1
Sad Sack #292
Shaman King Vol. 7
Silent Dance
Solo #5
Stray Bullets #38
The Surrogates #1
Swamp Thing #16
Tozzer 2 Special Edition
Ultimate Fantastic Four #21
Usagi Yojimbo #85
War on Flesh
What's Michael? Vol. 10
WitchGirls Inc. #1
Zed #6
Zig Zag #1

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Abadazad		
CROSSGEN, 2004		
1	5	
2	3	
3	4	
CGC 9.8 avg		18
Acme Novelty Library		
FANTAGRAPHICS, 1993		
1	10	
2	7	
3-4	5	
5-6	4	
7	7	
8-12	5	
14	11	
Action Comics		
DC, 1938		
0	3	
1	330000	
➥1st Superman		
1/Ashcan	20000	
2	29250	
3	19000	
4-5	10600	
6	15400	
7	15500	
8-9	6650	
10	8200	
11-12	4150	
13	6175	
14	3825	
15	6175	
16	3125	
17	4350	
18	3825	
19	4050	
20	3825	
21-22	2600	
23	7300	
➥1st Luthor		
24-25	2475	
26	2060	
27-30	1700	
31-32	2600	
33	7300	
➥1st Mr. America		
34-35	2475	
36	2060	
37-40	1700	
41	1050	
42	2600	
➥1st Vigilante		
43-46	980	
47	1300	
➥1st Luthor cover		
48-52	980	
53	850	
54-60	710	
61-63	630	
64	750	
65-70	630	
71-75	580	
76	580	843
77-99	580	
100	600	
101	1200	
➥A-Bomb cover		
102-103	525	
104	525	1275
105-126	525	
127	600	
128-146	525	
147	525	1347
148-150	525	
151-157	480	
158	750	
➥Superman origin		
159-161	450	
162	500	2314
163-180	385	
181-201	340	
202-220	290	
221-240	240	
241	250	
242	1200	
➥1st Brainiac		
243-251	185	
252	1200	
➥1st Supergirl		
253	425	
254	325	
255	225	
256-261	100	
262	90	
263	100	
264-266	80	
267	550	2604
➥1st Colossal Boy		
268-270	80	
271-275	65	
276	125	
➥Legion app.		
277-284	60	
285	100	
➥Legion app.		
286-295	60	
296	60	253
297-299	60	
300-313	50	
314	50	207
315-316	50	
317-324	40	
325	40	192
326-333	40	
334	60	
335-338	40	
339	50	288
340-341	40	
342	40	161
343-346	40	
347	50	
348-357	40	
358	40	154
359-361	40	
362	40	158
363-368	30	
369	30	139
370-373	30	
374-383	20	
384	20	80
385	20	
386	20	80
387	20	
388	20 ▽	108
389	20	
390	20	80
391-393	20	
394	20	77
395-398	20	
399	20 ▽	67
400	35 ▽	157
401-402	17	
403	17	58
404	17	69
405	17 ▽	70
406	17	
407	15	67
408	15	
409	15	63
410	13	50
411	13	54
412	12	55
413	12	51
414-415	12	
416	11	44
417	11	37
418	11	43
419	14	56
420	11	
421	11	48
422	11	
423	10	38
424	10	36
425	19	77
426	8	45
427	8	34
428-430	8	
431	8	26
432	8	28
433	8	34
434-436	8	
437	29	103
➥Giant-size issue		
438-439	8	
440	25	
➥1st Grell Green Arrow		
441	12	
442	8	
443	26	106
➥Giant-size issue		
444-447	7	
448	7	28
449	7	
450	7	27
451-454	7	
455-465	6	
466	5	23
467-470	5	
471	5 △	14
472	5	
473	5	20
474-484	5	
485	5	34
486-499	5	
500	5	21
501-503	5	
504-509	4	
510	4	16
511-543	4	
544	4	14
545-566	3	
567-597	2	
598	4	14
➥1st Checkmate		
599	2	5
600	5	17
CGC 9.8 avg		31
601	2	6
602-659	2	
660	3	
661	2	
662	4	14
663-682	2	
683	3	
684	3	12
685-687	2	
687/Collector's	3	
688-695	2	
695/Variant	3	
696-699	2	
700	3	
700/Platinum	5	
701-769	2	
770	4	
771-774	2	
775	5	
775/2nd	4	
776-799	2	
800	4	
801-810	2	
811	5	
812	8	
CGC 9.8 avg		17
812/2nd	2	
CGC 9.8 avg		17
813	3	
CGC 9.8 avg		18
814-817	3	
818	4	
819-825	3	
826	5	
➥Inf Crisis tie		
827-828	3	
829	6	
829/Variant	3	
830	4	
1000000	1	
Ann 1-9	4	
Ann 2-6	3	
Adam Strange		
DC, 2004		
1	10	
2-3	6	
4-6	5	
7	7	
8	8	
Adventure Comics		
DC, 1938		
32	2800	
33-35	1450	
36-39	1275	
40	36000	
➥1st Sandman		
41	4700	
42	5500	
43	3200	
44	5500	
45	2800	
46-47	4200	
48	22000	
➥1st Hourman		
49-50	1950	
51	2630	
➥Sandman cover		
52	1600	
➥1st Kirk Manhunter		
53-59	1450	
60	2500	
61	10750	
➥1st Starman		
62-65	1300	
66	1800	
67-68	1300	
69	1650	
70-71	1275	
72	13200	
➥1st Kirby Sandman		
73	11500	
➥1st Kirby Manhunter		
74-80	1500	
81-91	925	
92-94	700	
95	700	2203
96	700	1890
97-99	700	
100	800	
101-102	700	
103	2400	
➥Super-heroes start		
104	850	
105-106	525	
107	525	2013
108-110	525	
111	450	
112	450	1083
113-120	450	
121-126	390	
127	450	
128	400	
129-130	375	
131-140	340	
141	340	1206
142-149	340	
150-151	425	
152	310	
153	425	
154	310	
155	425	
156	310	
157	425	
158	310	
159	425	
160	310	
161	425	

1st new Dr. Fate

I, Vampire appears

1st female Dr. Fate

△ #1

Dr. Fate™

The doctor is in!

Created in 1940 for the pages of *More Fun Comics* #55, Doctor Fate was one of the sorcererous members of The Justice Society. Fate appeared in several JLA/JSA crossovers and finally received a mini-series in mid-1987, followed by an ongoing one in 1988.

image © 1987 DC

NM Price	1 JUL 87 $2	2 AUG 87 $2	3 SEP 87 $2	4 OCT 87 $2	1988 series	1 DEC 88 $2	2 JAN 89 $1	3 JAN 89 $1	4 FEB 89 $1	5 APR 89 $1

THE BOTTOM LINE

RetroView The AMAZING SPIDER-MAN™ 1987

MARVEL COMICS

Reviewed by Jim Johnson

Seven different writers are credited as Spidey-scribes during this stretch, steering the title through both good and not-so-good stories.

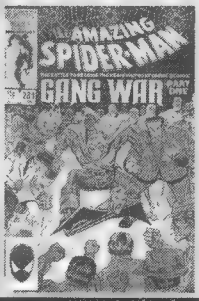
The superb "Gang War" arc gives way to a lackluster resolution of the years-long Hobgoblin storyline.

Peter then gets married, buried, and fit for a straitjacket, in that order, as Marvel's Powers That Were struggled to find a direction for Spidey in a new post-Hobgoblin, post-bachelor era.

Amazing Spider-Man ™ Marvel

COST TO OWN THE ORIGINALS IN NM: $65

Amazing Spider-Man #284 ★★★½



© Marvel

Marvel
Jan 1987 • 22 pp.
Writers: Tom DeFalco, Jim Owsley
Pencils: Rich Buckler, Sean Breeding
Inks: Josef Rubinstein
Cover: Uncredited

"... And Who Shall Stand against Them ...?"

With The Kingpin absent, The Rose and other underworld figures battle to become New York's new crime boss.

Tom DeFalco had painstakingly groomed the Hobgoblin saga over the previous few years, so it's too bad that he wasn't the one to see it through to completion. But he hands it off to Jim Owsley, who more than capably starts off this penultimate Hobgoblin arc. The suspense only grows, as the mystery approaches resolution, and it's complemented by the gang-war setting. Owsley (for those who don't know) today goes by the name of Christopher Priest.

Best CGC copy: 9.8 — Then 75¢ NOW $4

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
162	310	
163	425	
164-169	310	
170-180	255	
181-199	235	
200	350	
201-209	260	
210	2400	
➥1st Krypto		
211-220	200	
221-246	170	
247	4400	
➥1st Legion		
248-255	130	
256	525	
257-259	125	
260	500	
➥Aquaman origin		
261-266	80	
267	740	
➥2nd Legion		
268	80	
269	225	
➥1st Aqualad		
270	80	
271	225	
➥Lex Luthor origin		
272-274	65	
275	145	
276-277	65	
278	65	272
279-280	65	
281	60	
282	95	
283	100	
284	60	
285-286	110	
287-289	60	
290	100	
291-292	45	
293	100	
294	90	
➥1st Mon-El Legion		
295-298	45	
299	55	
300	200	
➥Legion		
301	70	
302-305	55	
306-323	45	
324-339	40	
340	40	195
341-350	40	
351	50	228
➥1st White Witch		
352	35	210
353-355	35	
356-366	30	
367-372	25	
373	22	
374	22	146
375-377	22	
378	22	190
379-380	22	
381	58	224
➥Supergirl starts		
382-386	22	
387	22	62
388-389	22	
390	22	120
391-400	22	
401-402	21	
403	30	264
404	20	57
405	20	
406	20	80
407-414	20	
415	20	87
416	18	
417-420	13	
421	13	49
422-425	13	
426	13	46
427	13	
428	28	119
➥1st Black Orchid		
429	15	
430	15	35
431	28	104
➥Aparo Spectre		
432	15	58
433	15 ▽	48
434	12	40
435	12	49
436	10	44
437	10	32
438	10	60
439	8 △	43
440	8	56
441	8	
442-447	6	
448	5	20
449	5	
450	5	19
451-452	5	
453	5	18
454	5	15
455-458	5	
459	4	32
460	4	
461	6	
462	7	
463-479	4	
480-503	3	

Adventures of Mighty Mouse
LITERARY ENTERPRISES, 1955

126	40	
127-130	34	
131-140	32	
141-145	30	
146	30	65
147-150	30	
151-160	26	

Adventures of Spider-Man
MARVEL, 1996

1-12	2	

Adventures of Superman
DC, 1987

0	3	
424	3	10
425	4	
426	3	
427-462	2	
463	3	
464-465	2	
466	3	
467-479	2	
480	3	
481-495	2	
496-498	3	
499	3	22
500	3	12
500/Collector's	4	
500/Silver	20	22
501-505	2	
505/Variant	3	
506-549	2	
550	4	
551-595	2	
596	2	6
597-599	2	
600	4	
601-623	2	
624	5	
625	4	
CGC 9.8 avg		27
625/2nd	3	
CGC 9.8 avg		20
626	2	
CGC 9.8 avg		25
627-635	3	
636	5	
➥Identity Crisis tie		
637	4	
638	3	
639	5	
640-641	4	
642	6	
1000000	2	
Ann 1	4	
Ann 2-6	3	
Ann 7	4	
Ann 8	3	
Ann 9	4	

Adventures of the Fly
ARCHIE, 1959

1	220	
2	140	
3	100	
4-5	80	
6-17	70	
18-26	40	
27	30	
28	30	61
29-31	30	

Adventures of the Jaguar
ARCHIE, 1961

1	125	
2	75	
3	50	
4-5	40	
6	30	66
7-10	30	
11-15	22	

Adventures on the Planet of the Apes
MARVEL, 1975

1	9	36
2	4	
3	4	29
4	4	34
5	4	
5/30¢	20	
6	4	
6/30¢	20	
7	4	
7/30¢	20	
8-11	4	

Akira
MARVEL, 1988

1	8	21
2-3	5	
4-38	4	

Alarming Tales
HARVEY, 1957

1	110	
2	65	
3	50	
4	50	161
5-6	40	

Albedo
THOUGHTS & IMAGES, 1984

0/Yellow	45	
0/White	30	
0/Blue 1st	15	
0/Blue 2nd	8	
1	20	
1/Variant	10	
2	250	795
➥1st Usagi Yojimbo		
3	5	42
4-5	4	
6-8	3	
9-14	2	

Albion
DC, 2005

1-2	3	

Alias
MARVEL, 2001

1	4	11
CGC 9.8 avg		32
2-28	3	

INSIDE... THE GUIDE

Abadazad - Alias $

AFTERMARKET REPORTS

Grading guide	135
The basics	137
Price guide report	141
Auction news	141
Upcoming auctions	151
August CGC 9.8 price changes	153
Steve Mortensen's CGC report	163
Trendwatcher field reports	165

SPECIALTY MARKETS

CGC census reports	155
Original art market reports	173

FLASHBACKS

Industry birthdays	187
From the *CBG* archives	189
This month in comics history	201

THE BACK PAGE

Tony Isabella column	203

THE BOTTOM LINE

It's fate! It's a mystery! It's strange! We vault into our Halloween edition of Bottom Lines this month.

Dr. Fate — page 132
Dr. Strange — page 142
The Haunt of Fear — page 152
House of Mystery — page 158
Richie Rich Mystery — page 184
Tales from the Crypt — page 188
The Vault of Horror — page 196

Goes to $1.75 · Deadman appears · Two Dr. Fates · Goes to $1.50; Justice League appears · Phantom Stranger appears · Kent and Inza Nelson appear

6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
MAY 89	JUN 89	JUL 89	AUG 89	SEP 89	NOV 89	DEC 89	JAN 90	FEB 90	MAR 90	APR 90	MAY 90	JUN 90	JUL 90	AUG 90	OCT 90
$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

Banana Sunday #1

Banana Sunday is the charming tale of a high-school girl named Kirby and her three monkeys who, amusingly enough, accompany her to school and are students in their own right. In the space of a single issue, each simian savant has been given his own distinctive personality: There's a bookworm who refuses to suffer fools gladly, a clumsy little guy who's always eating and napping, and a smooth talker with a fondness for the ladies.

ONI PRESS
WRITER:
ROOT NIBOT
ARTIST:
COLLEEN COOVER
B/W • 24 Pgs.
$2.99

Kirby's classmates celebrate the arrival of the talking triumvirate, and one girl — a reporter for the school newspaper — takes particular interest. The monkey shenanigans make a good story for the paper, of course, but there's also a mystery afoot. Kirby instructs her hairy companions not to tell anyone where they're really from, adding a dash of spice to an already pleasing concoction.

A family-friendly treat, *Banana Sunday* is a nice break from the fisticuffs and fatalities found in so many comic books. The art is as cute as the premise, and the characters are truly likable.

★★★ **— Brett Weiss**

www.onipress.com

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Allens vs. Predator		
DARK HORSE, 1990		
0	4	22
1	4	13
2	4	
3-4	3	
Ann 1	5	
All-American Comics		
DC, 1939		
1	5700	
2	2000	
3	1400	
4-5	1250	
6-7	980	
8	1800	
9-10	950	
11	1025	
12-15	950	
16	72000	
➥1st Green Lantern		
17	15600	
➥2nd Green Lantern		
18	8800	
19	13800	
➥1st Atom		
20	4850	
21-23	2000	
24	2200	
➥1st Mid-Nite, Sargon		
25	8300	
➥Dr. Mid-Nite origin		
26	3000	
➥Sargon origin		
27	3500	
28-30	1250	
31-40	1040	
41-50	785	
51-60	675	
61	4400	
➥1st Solomon Grundy		
62-69	600	
70	600	1437
71-88	550	
89	1200	
➥1st Harlequin		
90	775	
91-99	525	
100	850	
101	1000	
➥Scarce		
102	1650	
➥Scarce		
All-Flash		
DC, 1941		
1	12500	
➥Flash origin		
2	2400	
3-4	1600	
5-10	1100	
11-15	850	
16-20	800	
21-32	625	
All New Collectors' Edition		
DC, 1977		
C-53	26	
➥Rudolph		
C-54	12	
➥Supes v. WWoman		
C-55	15	
➥Legion		
C-56	40	
➥Superman vs. Ali		
C-58	12	
➥Supes vs. Shazam		
C-60	20	
➥Rudolph's Summer		
C-62	12	
➥Superman movie		
All-Star Batman and Robin Boy Wonder		
DC, 2005		
1/Batman	6	
1/Robin	5	
All-Star Comics		
DC, 1940		
1	10000	
2	3500	
3	25000	
➥1st JSA		
4	3000	
5	2800	
➥1st Hawkgirl		
6-7	1800	
8	16000	
➥1st Wonder Woman		
9-11	1600	
12-15	1400	
16-17	1200	
18	1200	3967
19-25	1200	
26-32	900	
33	1800	
➥Grundy appearance		
34-35	900	
36	1300	
➥Batmn, Supes app.		
37	900	
38	975	
➥Black Canary starts		
39-49	900	
50	975	
➥Frazetta art		
51-55	900	
56	900	3817
57	1200	
➥25-year hiatus starts		
58	12	47
➥1st Power Girl		
59-61	6	
62	6	35
63	6	
64	6	29
65 △	6	30
66	8	17
67-68	6	
69	6	42
70-73	6	
74	8	33
All-Star Squadron		
DC, 1981		
1	4	14
2-10	2	
11-46	1	
47	3	
48-67	1	
Ann 1-2	1	
All-Star Western		
DC, 1970		
1	30	
2-3	15	
4	14	
5	14	56
6	9	34
7-9	9	
10	260	1028
➥1st Jonah Hex		
11	70	236
All-Winners Comics		
TIMELY, 1941		
1	16000	
➥Cap America starts		
2	4800	
3	2850	
4	2800	
5-6	2100	
7-10	1800	
11-18	1275	
19	3350	
➥All-Winner Squad org.		
21	3500	
➥Scarce		
Alpha Flight		
MARVEL, 1983		
1	5	19
CGC 9.8 avg		53
➥1st Marrina, Puck		
2	4	
3	4	17
4-10	4	
11-12	3	
13	3	11
14-19	3	
20-24	2	
25-27	1	
28	3	
29-32	2	
33	2	24
34	3	
35-45	2	
46	3	
47	4	
➥1st Jim Lee at Marvel		
48-53	2	
54	3	
55-56	2	
57-74	1	
75-105	2	
106	3	
➥Northstar outed		
107-130	2	
Ann 1	4	
Ann 2	1	
Special 1	3	
Amazing Adult Fantasy		
MARVEL, 1961		
7	600	
8	475	
9-13	425	
14	525	
Amazing Adventures		
ZIFF-DAVIS, 1950		
1	450	
2-5	225	
6	225	
Amazing Adventures		
MARVEL, 1970		
1	30	104
2	20	
3	20	64
4 ▽	14	38
5	14	63
6	20	69
7	14	48
8 ▽	22	88
9-10	20	
11	140	615
➥1st blue Beast		
12	20	
13	20	118
14 ▽	20	87
15	20	79
16	20	85
17	20	
18 △	14	64
19-25	5	
26-28	4	
29	4	23
30	3	14
31	3	16
32	3	11
33-36	3	
36/30¢	20	
37	3	41
37/30¢	20	
38	3	
39	3	19
Amazing Adventures of The Escapist		
DARK HORSE, 2004		
1-6	9	
7	10	
➥Last Eisner Spirit		
Amazing Fantasy		
MARVEL, 1962		
15	32000	
➥1st Spider-Man		
16-18	5	
Amazing Fantasy		
MARVEL, 2004		
1	3	
CGC 9.8 avg		21
2-11	3	
Amazing Spider-Man		
MARVEL, 1963		
-1	3	
1	27000	
➥1st Chameleon		
1/Golden	200	563
2	3400	
➥1st Vulture		
3	4600	16303
➥1st Dr. Octopus		
4	2300	10050
➥1st Sandman		
5	2500	10570
➥Dr. Doom app		
6	1650	6787
➥1st Lizard		
7	1100	4375
8	800	3200
9	1025	5405
➥1st Electro		
10	990	3967
11	1900	8656
12	825	3354
13	1200	5058
➥1st Mysterio		
14	2050	7901
➥1st Green Goblin		
15	1800	7801
➥1st Kraven		
16	790	3241
17	775	3156
➥2nd Green Goblin		
18	510	2141
➥1st Ned Leeds		
19	460	1837
20	510	
21	510 ▲	1841
22	425	1702
23	510	2050

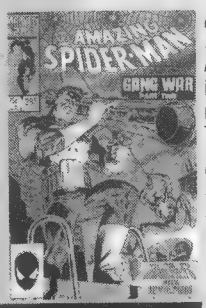
The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

RETROVIEW

Amazing Spider-Man #285 ★★★½



Marvel
Feb 1987 • 22 pp.
Writers: Tom DeFalco, Jim Owsley
Pencils: Alan Kupperberg
Inks: Jim Fern
Cover: Mike Zeck, Bob McLeod

"The Arranger Must Die!"

As the gang war escalates, The Punisher's interference further worsens matters.

By this time, The Punisher had become Marvel's newest super-star, and his appearances in other titles were increasing in frequency.

But his return to the title that gave him birth is only natural, given the story content, and far from gratuitous.

An interesting sidebar is Peter's reluctance to involve himself in this war; ever the hero, he does what good he can, even as he questions himself as to how much of a difference he truly makes.

© Marvel

Next CGC copy: **9.8** **Then 75¢ NOW $5**

△ #1

Dr. Fate

The doctor's back ... again?

It was more than 10 years after the ongoing series folded that another *Doctor Fate* mini-series was published. Featuring Hector Hall, the son of the Golden Age Hawkman and Hawkgirl had inherited the mantle of Fate. The mini-series spun off from *JSA*.

image © 2003 DC Comics

THE BOTTOM LINE

Inza becomes Dr. Fate

	22	23	24	25	26	27	28	29	30	31
	NOV 90	DEC 90	JAN 91	FEB 91	MAR 91	APR 91	MAY 91	JUN 91	JUL 91	AUG 91
NM Price	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

Amazing Spider-Man #286 ★★★½

© Marvel

Marvel
Mar 1987 • 22 pp.
Writer: Jim Owsley
Pencils: Alan Kupperberg
Inks: Jim Fern, Art Nichols
Cover: Uncredited

"Thy Father's Son!"

Warring crime factions turn part of New York into a battle zone.

Jim Owsley maintains the tension regarding The Hobgoblin, who has now joined forces with Jack O'Lantern, while throwing another spotlight on another masked villain, The Rose. Owsley explores the emotions and motivations of the man who is secretly The Kingpin's son (previously portrayed as little more than an incidental character), adding even more depth to this already layered story. And Owsley's exploration surprisingly evokes a degree of sympathy for the character, despite his actions in this issue.

Then 75¢ NOW $5

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
24	500	2041
25	500	
26	550	2250
27	500	1905
28	325	3871
29	240	1048
30	240	893
31	325	1491
32	175	738
33	140 ▽	569
34	240	946
35	225	927
36	225	941
37	195	979
38	195 ▽	824
39	350 △	1682
➥1st Romita Spidey		
40	325	1306
➥Goblin origin		
41	300	1245
➥1st Rhino		
42	185	768
➥1st view of MJ		
43	120	596
44	175	713
45	115 △	501
46	200 △	1003
➥1st Shocker		
47	105 ▲	423
48	120 △	496
49	125	525
50	625 △	2870
➥Spidey quits		
51	175	829
52	150	638
53	105 ▲	445
54	110 ▲	484
55	110	488
56	90	363
57	75 ▽	346
58	80 △	415
59	70 ▽	322
60	105	428
61	72	303
62	75 ▽	297
63	160	646
➥vs. both Vultures		
64	60 ▽	244
65	55 ▽	237
66	80 ▽	345
67	60 ▲	256
➥1st Randy		
68	60 ▽	244
69	75 △	323
70	70	328
71	70	309
72	85	354
73	50	250
74	80	330
75	65 ▲	304
76	65	307
77	60	265
78	70	323
79	60	256
80	60	
81	55 ▲	246
82	50 ▽	273
83	50 ▽	254
84	55 △	245
85	55	240
86	50	550
87	75 ▽	325
88	60	237
89	70	298
90	75	312
91	50 ▲	207
92	62	272
93	50	399
94	65 ▲	279
95	52 ▽	213
96	85 ▽	337
97	72 △	287
98	80 ▽	329
99	60 △	249
100	100 ▽	411
101	130 △	579
102	105	440
➥Morbius origin		
103	45 ▽	192
104	90	346
105	25 ▽	99
106	32	160
107	27 ▲	125
108	27	114
109	30	125
110	30	123
111	34 △	137
112	30	130
113	33 ▲	142
114	40	198
115	33	149
116	22	98
117	25 ▽	97
118	22 ▲	100
119	50 △	198
➥vs. Hulk		
120	47 ▽	182
➥vs. Hulk		
121	150 ▽	600
➥Gwen Stacy dies		
122	130 ▲	571
➥Green Goblin dies		
123	35	147
124	42 △	181
125	30 ▲	131
126	18 ▽	81
127	25	101
128	20 △	91
129	225 ▲	878
➥1st Punisher		
129/Ace	6	
CGC 9.8 avg		25
130	16 ▽	68
131	25 △	98
➥Uncle Doc Ock		
132	22	89
133	16	74
134	28 △	124
➥2nd Punisher		
135	45 ▽	186
136	50 ▽	215
➥Harry as Goblin II		
137	25 ▽	98
138	12	58
139	19	75
140	17	71
141	12 △	57
142	18 ▽	77
143	14 △	63
144	17	66
145	15 ▽	61
146	15 ▽	57
147	14 △	56
148	25	106
149	27 △	125
➥Spider-clone dies		
150	16	75
151	24	113
152	11	45
153	10	39
154	10 ▲	40
155	12 ▽	49
155/30¢	20	
156	12 △	51
156/30¢	20	
157	12 △	48
157/30¢	20	238
158	10 ▽	32
158/30¢	20	
159	11	41
➥vs. Doc Ock		
159/30¢	20	
160	9 △	37
161	12	49
162	11 △	52
163	10	44
164	12	50
165	9 ▽	36
166	9	35
167	7 ▽	28
CGC 9.8 avg		171
168	7	29

Do-It-Yourself Grading

While **CGC** keeps its grading standards private, these are the **traditional** condition definitions.

Mint

Abbreviated: **M**

This is a perfect comic book.

The term for this grade is the same one used for **CGC's 10.0 grade.**

Its cover has full luster, with edges sharp and pages like new. There are no signs of wear or aging. It is not imperfectly printed or off-center.

Occasionally referred to as "Gem Mint," a term used by sportscard dealers.

Near Mint

Abbreviated: **NM**

This is a nearly perfect comic book

The term for this grade is the same one used for **CGC's 9.4 grade.**

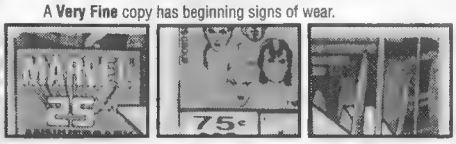
Its cover shows barely perceptible signs of wear.

Its spine is tight, and its cover has only minor loss of luster and only minor printing defects. Some discoloration is acceptable in older comics — as are signs of aging.

Very Fine

Abbreviated: **VF**

A **Very Fine** copy has beginning signs of wear.



The term for this grade is the same one used for **CGC's 8.0 grade.**

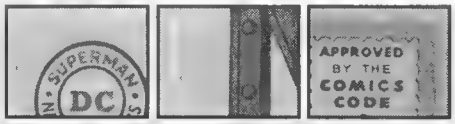
There can be slight creases and wrinkles at the staples, but it is a flat, clean issue with definite signs of being read a few times

There is some loss of the original gloss, but it is in general an attractive comic book

Fine

Abbreviated: **F, Fn**

A **Fine** comic book is a good-looking copy ... at first glance



The term for this grade is the same one used for **CGC's 6.0 grade.**

This comic book's cover is worn but flat and clean with no defacement. There is usually no writing on the cover or tape repair

Stress lines around the staples and more rounded corners are permitted

Very Good

Abbreviated: **VG**

A **Very Good** comic book is well-read and has some problems.

The term for this grade is the same one used for **CGC's 4.0 grade.**

Most of the original gloss is gone There are minor markings, discoloration, and/or heavier stress lines around the staples and spine.

The cover may have minor tears and/or corner creases, and spine-rolling is generally permissible

Good

Abbreviated: **G, Gd**

A **Good** copy is a very worn comic book with nothing missing.

The term for this grade is the same one used for **CGC's 2.0 grade.**

Creases, minor tears, rolled spine, and cover flaking are generally permissible in this grade.

Older Golden Age comic books often come in this condition

Fair

Abbreviated: **FA, Fr.**

A **Fair** copy has multiple problems but is structurally intact.

The term for this grade is the same one used for **CGC's 1.0 grade.**

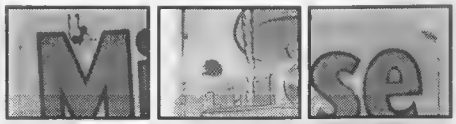
Copies may have a soiled, slightly damaged cover, a badly rolled spine, cover flaking, corners gone, and tears

Tape may be present and is always considered a defect.

Poor

Abbreviated: **P, Pr**

A **Poor** copy is damaged and generally unsuitable for collecting.



The term for this grade is the same one used for **CGC's 0.5 grade.**

While the copy may still contain some readable stories, major defects get in the way.

Copies may be in the process of disintegrating and may do so with even light handling

"War of the Gods" tie-in · Original Fate returns · Flashback story · Two Dr. Fates · Spins off from events in *JSA* · JSA appears

32	33	34	35	36	37	38	39	40	41	2003 mini-series	1	2	3	4	5
SEP 91	OCT 91	NOV 91	DEC 91	JAN 92	FEB 92	MAR 92	APR 92	MAY 92	JUN 92		OCT 03	NOV 03	DEC 03	JAN 04	FEB 04
$2	$2	$2	$2	$2	$2	$2	$2	$2	$2		$3	$3	$3	$3	$3

PRICE GUIDE KEY:
OTHER CGC GRADES

Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4
CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

Battle Pope #1

Anything that portrays Jesus Christ as a spaced-out slacker dude with a finger up his nose and The Pope as a cussing, cigar-smoking, womanizing sadist will offend a lot of folks who claim Christianity in general or Catholicism specifically as their religion of choice. Most persons of such persuasion should steer far clear of *Battle Pope*, a sometimes funny comic book that revolves around a farcical brand of spiritual warfare in which Judgment Day cometh and God, displeased with The Pope and many other members of the human race, lets Earth be overrun by demons.

IMAGE
WRITER:
ROBERT KIRKMAN
ARTIST:
TONY MOORE
COLOR • 28 PGS.
$2.99

Fortunately for the potentially redeemable Pope, God calls upon The Holy Father, outfits him with muscles, weapons, and a costume, and sends him on a mission to battle the mother of all baddies; none other than Lucifer himself.

Robert Kirkman (*Invincible, The Walking Dead*) is responsible for this blasphemous (or harmlessly ribald, depending on your perspective) piece of work, which was previously published several years ago in black and white by Funk-O-Tron. Kirkman's writing has come a long way.

★★ — **Brett Weiss**

www.imagecomics.com

△ #1

DR. STRANGE™

Where are the other 168?

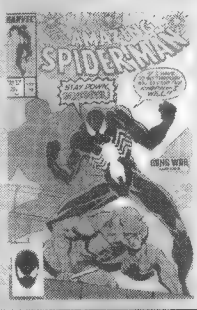
Like several other Marvel series of the day, *Doctor Strange* didn't start cleanly at #1 but picked up the numbering from *Strange Tales* (which received its own *Bottom Line* treatment in ***CBG*** #1599). The first series didn't last long, with a second starting five years later.

image © 1968 Marvel

THE BOTTOM LINE

	Origin retold			Fights Dormammu		1st Satannish			New costume	Black Knight appears
	169	170	171	172	173	174	175	176	177	178
	JUN 68	JUL 68	AUG 68	SEP 68	OCT 68	NOV 68	DEC 68	JAN 69	FEB 69	MAR 69
NM Price	$75	$30	$30	$27	$27	$20	$35	$27	$27	$27

RETROVIEW
Amazing Spider-Man #287 ★★½



Marvel
Apr 1987 • 22 pp.
Writer: Jim Owsley
Pencils: Erik Larsen
Inks: Art Nichols
Cover: Uncredited

"... And There Shall Come a Reckoning"

As The Kingpin returns, Daredevil tries to convince Spider-Man to stay out of the gang war.

There are now about a dozen key characters involved in this storyline, and Owsley superbly juggles them all. The number of Hobgoblin suspects has dwindled to an agonizing few. However, by this time, The Hobgoblin's identity had deduced by fandom, and Marvel's editors had to start thinking about a quick rewrite, which fortunately didn't seem to have an impact on this current story.

Years before his run on the title, newcomer Erik Larsen turns in an effort, that, well, needs work.

© Marvel

This CGC copy: 9.8 Then 75¢ NOW $5

Amazing Spider-Man CONTINUED	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
169	10 △	41
169/35¢	15	
170	7 ▲	31
170/35¢	15	
171	7	29
171/35¢	15	
172	8	38
172/35¢	15	
173	18 ▽	75
173/35¢	25 ▽	75
174	10 ▽	41
175	10 △	36
176	12 △	54
177	12 ▽	49
178	11 ▲	46
➥1st Hamilton Goblin		
179	11 ▽	44
180	11	49
181	9	33
182	8	32
183	7 ▽	28
184	6	35
185	7 ▽	26
186	8	33
187	8	37
188	7 ▽	35
189	6 △	25
190	7	30
CGC 9.8 avg		144
191	6 △	25
192	6	26
193	6	25
194	21 ▽	76
➥1st Black Cat		
195	9	40
196	6	23
197	6	26
198	6	26
199	6	26
200	10 ▽	37
CGC 9.8 avg		174
201	9 ▽	37
202	7 ▽	29
203	6	22
204	8 ▽	28
205	6	24
206	6	22
207	5	22
208	6	25
209	6	26
210	6 △	25
211	6	25
212	5 ▽	21
213	5	22
214	5 ▽	18
215	5	22
216	5	21
217	5	19
218	5	20
219	6	24
220	6	27
221	4	
222	4	18
223	4	22
224	4 △	19
225	4	
226	7	25
227	6 ▽	25
228	4	21
229	11 ▽	34
230	6	23
231	6	22
232	4	
233	4	15
234	6 ▽	19
235	4	20
236	5	19
237	5	18
238	22 ▽	85
CGC 9.8 avg		502
➥1st Hobgoblin		
239	10 ▽	39
CGC 9.8 avg		176
240	5	19
241	4	15
CGC 9 8 avg		61
242	5	
243	6	26
CGC 9.8 avg		62
244	5	24
CGC 9.8 avg		54
245	5	20
CGC 9.8 avg		62
246	4	13
247	3 ▽	18
248	4	18
249	5	22
250	6	26
251	6	24
252	10 ▽	39
CGC 9.8 avg		220
➥1st black costume		
253	5	20
CGC 9.8 avg		46
254	5	19
CGC 9.8 avg		43
255	4	16
CGC 9.8 avg		34
256	4	16
CGC 9.8 avg		40
257	4	15
CGC 9.8 avg		49
258	4	16
CGC 9.8 avg		44
259	4	19
CGC 9.8 avg		64
260	5	20
261	5	22
262	4	18
CGC 9.8 avg		36
263	4	20
264	3	15
CGC 9.8 avg		40
265	4	18
CGC 9.8 avg		51
266	3	13
267	3	13
CGC 9.8 avg		55
268	4	15
CGC 9.8 avg		55
269	4	
270	4	18
271	5	19
272	4	11
CGC 9.8 avg		40
273	4	
274	5	18
275	5	22
CGC 9.8 avg		63
276	5	20
277	4	14
CGC 9.8 avg		64
278	4	16
279	4	18
280	3	22
281	5	19
282	5	22
283	4	19
CGC 9.8 avg		40
284	5	19
285	6	20
286	4	16
287	5	
288	6	22
289	6 ▽	21
CGC 9.8 avg		105
290	5	21
291	5	18
292	5	21
CGC 9.8 avg		36
293	5	22
294	6 △	21
295	6	25
296	5	19
297	6	23
298	12 △	42
CGC 9.8 avg		187
➥McFarlane starts		
299	9 ▲	33
CGC 9.8 avg		161
➥Venom cameo		
300	35	106
CGC 9.8 avg		641
➥1st Venom		
301	6 ▽	22
302	4 △	17
303	5 △	19
304	4 △	16
305	4	14
306	4	17
307	4	16
308	5	17
309	4	14
310	5	18
311	5	18
312	5 △	21
CGC 9.8 avg		59
313	5 △	18
CGC 9.8 avg		52
314	4	17
CGC 9.8 avg		48
315	5 ▽	19
CGC 9.8 avg		56
316	5	22
CGC 9.8 avg		75
317	6	21
318	6	21
319	5	18
CGC 9.8 avg		47
320	3	12
321	4	16
CGC 9.8 avg		43
322	5	18
CGC 9.8 avg		34
323	3	12
CGC 9.8 avg		45
324	5	17
325	4	14
326	4	14
327	4	14
328	5 ▽	16
CGC 9.8 avg		43
329	3	16
330	3	
CGC 9.8 avg		26
331	3	11
CGC 9.8 avg		26
332	3	
333	3	12
334	3	12
CGC 9.8 avg		26
335-343	3	
CGC 9.8 avg		30
344	4	18
➥1st Cletus Kassidy		
345	3	
CGC 9.8 avg		52
346	3	14
347	3	13
CGC 9.8 avg		29
348-352	2	
353	2	9
CGC 9.8 avg		26
354	2	
CGC 9.8 avg		27
355-357	2	
358	6	20
359	2	
360	3	11
361	6 ▽	21
CGC 9.8 avg		68
➥1st Carnage		
362	25	88
CGC 9.8 avg		29
➥2nd Carnage		
363	4	16
CGC 9.8 avg		30
364	3	
CGC 9.8 avg		32
365	4 △	17
CGC 9.8 avg		42
366-369	2	
370	2	
CGC 9.8 avg		31
371-373	2	
374	2	
CGC 9.8 avg		34
375	4	16
CGC 9.8 avg		24
376-377	3	
378	3	
CGC 9.8 avg		26
379-380	3	
376-380	3	
381	3	16
382-388	3	
CGC 9.8 avg		30
388/Variant	2	
389-394	3	
394/Variant	4	
395-399	3	
400	5	21
➥no overlay		
400/Gray	4	27
➥gray overlay		
400/White	30	21
➥white overlay		
401-441	2	
500	4	18
CGC 9.8 avg		25
501	3	
CGC 9.8 avg		18
502	3	
503-509	2	
CGC 9.8 avg		28
509/DirCut	7	
CGC 9.8 avg		34
➥Director's Cut		
510	4	
511	3	
512	5	
513	3	
514-520	2	
521-522	3	
Alm Giveaway 1	4	
Alm Giveaway 2	2	
Ann 1	700	
➥1st Sinister Six		
Ann 2	550	2343
Ann 3	115 △	603
Ann 4	90	358
Ann 5	75	281
Ann 6	35	118
Ann 7	35	139
Ann 8	22	88
Ann 9	22	87

CBG PRICE GUIDE FAQ

Commonly-used abbreviations in the *CBG* price guide include:

Conv: Convention issue.
DF: Dynamic Forces officially licensed autographed comic.
Golden: Golden Record.
VVSS: Valiant Validated Signature Series; comics autographed on the cover by the creators and packaged with a certificate of authenticity.

Amazing Spider-Man #288 ★★1/2

© Marvel

Marvel
May 1987 • 22 pp
Writer: Jim Owsley
Pencils: Alan Kupperberg
Inks: Jim Fern
Cover: Bob Hall

"Gang War Rages On!"

The Kingpin single-handedly ends that gang war and reassumes control of his empire.

This otherwise-well-written story arc suffers from an anti-climactic and too-convenient final chapter, but it's carried by Owsley's mostly strong characterizations — especially by The Rose's confrontation with The Kingpin, which actually outshines Spidey's own eventual encounter with his nemesis.

Strangely, it's Daredevil who has the final word with Fisk, and Daredevil is the one character that Owsley struggled with during this storyline, resulting in an awkward denouement.

Want CGC copy: 9.8 Then 75¢ NOW $5

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Ann 10	8	32
Ann 11	8	29
Ann 12 ▽	8	33
Ann 13	7	25
Ann 14	6	27
Ann 15	7	27
Ann 16	4	19
Ann 17-18	4[s]	
Ann 19	4	17
Ann 20-21	4	
➥Spidey marries		
Ann 21/Direc.	5	21
CGC 9.8 avg		67
Ann 22	4	20
Ann 23-25	3	
Ann 26	4	15
Ann 27-28	3	
Ann 1996	4	
Ann 1997	3	
Ashcan 1	1	

Amazing Spider-Man
MARVEL, 1999
Issue #s start at #442

1 (442)	7	29
CGC 9.8 avg		38
1/DF Romita	12	
1/DF Lee	35	
1/DF	5	
1/Authentix	8	
1/Sunburst	18	24
CGC 9.8 avg		61
2	3	
2/Kubert	3	
3-11	2	
12	3	
13-17	2	
18-19	3	
20	5	
21-24	2	
25	3	
25/Speckle	4	
26-29	2	
30	5	18
CGC 9.8 avg		29
➥Straczynski starts		
31	3	10
CGC 9.8 avg		25
32	4	15
33	4	
34	5	
35	4	19
36 ▽	9	34
CGC 9.8 avg		88
36/DF	20	93
➥9/11 issue		
37	3	12
38	3	11
39	3	12
40	2	
41	4	14
42	3	
43	3	13
44-49	2	
50	6	19
51-55	2	
56	2	9
57-58	3	
Ann '99-00	4	
Ann 2001	3	

Amazing Spider-Man Giveaways
MARVEL, 1977

1-2	4	
3	4	22
4	6	
5	4	

American Splendor
PEKAR, 1976

1	65	
2	30	
3-5	20	
6-10	15	
11-13	10	
14	18	
15	8	
16	4	
17	8	

America's Best Comics
AMERICA'S BEST

Special 1	7	

America's Best Comics
NEDOR, 1942

1	1600	
2	850	
3	600	
4-6	440	
7	575	
8-10	400	
11-20	360	
21-24	325	
25-31	265	

America's Best TV Comics
ABC TV, 1967

1	95	339

America's Greatest Comics
FAWCETT, 1941

1	1900	
2	900	
3	675	
4-5	500	
6-8	450	

Angel
DARK HORSE, 1999

1-17/Reg	3	
1-17/Variant	3	

Angel
DARK HORSE, 2001

1-4/Reg	3	
1-4/Variant	3	

Angel and the Ape
DC, 1968

1	40	173
2	20	
3	15	27
4-7	15	

Angel: The Curse
IDEA & DESIGN WORKS, 2005

1	4	
1/Autographed	20	
2/Byrne	5	
2/ChrisCross	4	
2/Messina	5	
2/Shannon	4	
2/Photo	15	

Angeltown
DC, 2005

1-5	3	

Animal Comics
DELL, 1942

1	900	
2	450	
3	340	
4	150	
5	300	
6-7	135	
8	225	
9	225	360
➥War bonds cover		
10	225	
11-15	170	
16-20	130	
21-25	105	
26-30	80	

Animal Man
DC, 1988

1	4	
2	3	13
3-49	2	
50	3	
51-55	2	
56	4	
57-89	2	
Ann 1	4	

Anthro
DC, 1968

1	50	136
2	20	
3	20	54
4-5	20	
6	20	105

Aphrodite IX
IMAGE, 2000

0	2	
0/Conv	9	
0/Others	4	
1	4	15
1/All vars	5	
2	2	
CGC 9.8 avg		15
2/All vars	3	
3	2	
4	4	
4/Variant	5	
Ashcan 1	6	
Ashcan 1/Ltd.	5	

Aquaman
DC, 1962

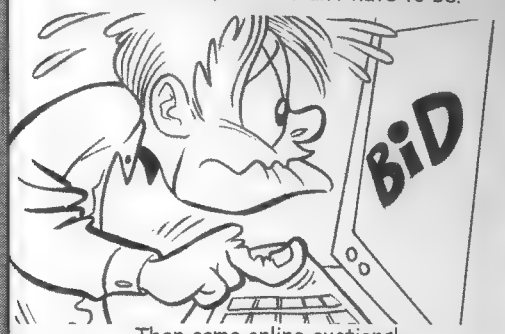
1	900	
2	275	
3-5	150	
6-10	90	
11	125	
➥1st Mera		
12-17	75	
18	90	
➥Weds Mera		
19-20	60	
21	60	183
22	60	
23	60	238
24	60	
25	60	179
26-28	60	
29	75	220
➥1st Ocean Master		
30	50	175
31	45	
32	50	
33	45	
34	45	120
35-36	40	
37	40	151
38-39	40	
40	40	146
41	40	148
42-43	30	
44-46	25	
47	25	234
48-49	25	
50	75	
51	50	194
52	40	150
53-55	20	
56	20	76
57	20	33
58	20	
59-60	10	
61	10	27
62	10	
63	10	29

Aquaman
DC, 2003

1-14	3	
15	12	
➥Old costume back		
16-17	6	
18-33	3	

The Basics

In the old days, price guides had to depend solely on reports from dealers. Their pricing information wasn't current, but it didn't have to be.



Then came online auctions!

Fortunately, *CBG* is here to help -- with the only price guide based on **hundreds of thousands** of online auction results. Here's how it works!

For every comic book that's been successfully auctioned online **more than once** and is graded 9.4 (NM) by *CGC*, we print the average of the **last 25** closed auctions for it in our **shaded column.**
If you **don't** see a price, the comic book has yet to be sold more than once in *CGC* 9.4.
These are prices for *CGC* slabbed comics, but they help in figuring out the unslabbed prices.

With ***CBG***, you can base your buying decisions on the world's largest database of past comics sales.

Whether you're at a store, a convention, or online, now you can buy with confidence!

Art Credits

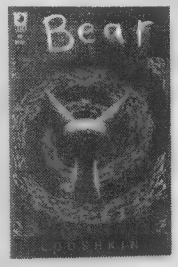
Reprints *Amazing Spider-Man Annual #2* | Fights Juggernaut | Marvel Value Stamp #23 | Defenders appear | Marvel Value Stamp #33 | Marvel Value Stamp #37 | Clea's origin

	179	180	181	182	183	2nd series 1	2	3	4	5	6	7	8	9
	APR 69	MAY 69	JUN 69	SEP 69	NOV 69	JUN 74	AUG 74	SEP 74	OCT 74	NOV 74	DEC 74	APR 75	JUN 75	AUG 75
NM Price	$27	$27	$27	$27	$27	$25	$18	$10	$10	$8	$8	$7	$4	$4

PRICE GUIDE KEY: CGC INDICATORS
▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
⩓ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

Bear #8

This comic book has made it to eight issues, so *someone* must like it. Those who don't already know what kind of juvenile high jinks can be found between the covers. For everyone else: Imagine an ultra-depraved *Ren & Stimpy* for the content, and Evan Dorkin drawing *Pokémon* for the look.



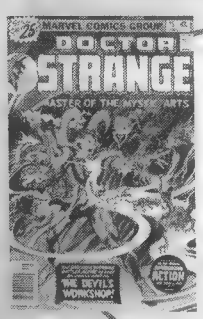
SLAVE LABOR
WRITER:
JAMIE SMART
ARTIST
JAMIE SMART
B/W • 24 Pgs.
$2.95

Jamie Smart's series goes down the well-traveled road of cute-looking animals talking like thugs and acting like demented children. Bear, the character, is a teddy bear whose sarcastic demeanor belies his soft and cuddly appearance. And his sole purpose seems to be nothing more than to fall victim to the twisted Looshkin, a cat who revels in such activities as bringing home the corpses of dead animals and sleeping inside the ones that are big enough. Bear and Looshkin also trade inventive names for genitalia and other body areas for four pages. Yay.

The only tale of note is the mildly amusing two-page "Battle Goths," in which two characters unrelated to the above poke fun at a now above-ground Goth culture. But overall, this comic, with its aforementioned stories and others, about things like clogged toilets, is, well, unbearable.

★ **— Jim Johnson**

www.slavelabor.com



△ #15

DR. STRANGE™

The prices, they are a changin'

Marvel tested the waters in select markets before adding that extra nickel to the price in 1976 and, again, in 1977, with 30¢ and 35¢ regional price variants. Before the 30¢ price change, covers of many titles had the "Still 25¢" burst on them.

Image © 1976 Marvel

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Arana: Heart of the Spider MARVEL, 2005		
1	4	
1/Incentive	10	
2-7	3	
Archer & Armstrong VALIANT, 1992		
0	4	
0/Gold	25	30
1	4	
2	3	
3-7	2	
8	3	
9	2	
10-25	1	
26	5	
Archie ARCHIE, 1942		
1	12200	
2	3325	
3	2175	
4	1100	
5	1000	
6	740	
7-9	660	
10	585	
11-15	475	
16-20	400	
21-24	325	
25-30	275	
31-35	220	
36-40	175	
41-50	125	
51-60	110	
61-70	70	
71-80	56	
81-90	44	
91-99	34	
100	55	
101-120	22	
121-140	16	
141-150	13	
151-180	9	
181-200	5	
201-250	3	
251-556	2	
Ann 1	1350	
Ann 2	660	
Ann 3	475	
Ann 4	345	
Ann 5	285	
Ann 6	180	
Ann 7	160	
Ann 8	135	
Ann 9	120	
Ann 10	110	
Ann 11	70	
Ann 12	60	
Ann 13	58	
Ann 14-15	50	
Ann 16-17	26	
Ann 18-19	22	
Ann 20	14	
Ann 21-26	9	
Armorines VALIANT, 1993		
0/Gold	25	
0	1	
0/StandAlone	30	
1/WSS	40	
1-8	1	
9-11	2	
12	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Armor X IMAGE, 2005		
1-4	3	
Army at War DC, 1978		
1	10	27
Army of Darkness DARK HORSE, 1992		
1	12	
2-3	9	
Arrgh! MARVEL, 1974		
1	5	65
2	4	
3-5	3	
Aspen Extended Edition ASPEN, 2004		
1	8	
1/Conv	15	
Aspen ASPEN, 2003		
1	7	
CGC 9.8 avg		19
1/Variant	12	
1/Conv	10	
2	4	
2/Variant	6	
2/Conv	10	
3	6	
3/Variant	8	
3/Conv	10	
Aspen Seasons: Spring 2005 ASPEN, 2005		
0	3	
Aspen Sketchbook ASPEN, 2004		
1	3	
Astonishing Spider-Man MARVEL		
1-32	4	
Astonishing Tales MARVEL, 1970		
1	40	146
2	20	56
3	20 ▽	47
4	20	54
5	20 △	70
6	12	40
7	15	53
8	15	52
9	10 ▽	34
10	10	
11	10	39
12	30	122
➥Man-Thing story		
13	10	45
14	10	
15	10	30
16-20	10	
21	10	102
22	10	
23	10	48
24	10	
25	25 ▽	89
➥1st Deathlok		
26	10	40
27	7 △	24
28	7	20

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
29	7	22
30	5	23
31	5	
32	5 ▽	19
33	10	39
34	5	25
35	7	18
➥Low distribution		
35/30¢	20	
36	10	29
➥Low distribution		
36/30¢	20	
Astonishing X-Men MARVEL, 1995		
1	6	
2	6 △	19
3	6	
4	8	32
Astonishing X-Men MARVEL, 1999		
1	5	
2-3	3	
Astonishing X-Men MARVEL, 2004		
1	6	34
CGC 9.8 avg		46
➥Whedon starts		
1/Cassaday	45 ▽	36
CGC 9.8 avg		153
1/Del Otto	12	23
CGC 9.8 avg		43
1/DirCut	5	16
CGC 9.8 avg		43
1/DF	0	
2	16	
CGC 9.8 avg		51
3	4	
CGC 9.8 avg		26
4	8	
CGC 9.8 avg		28
4/Variant	25 ▲	32
CGC 9.8 avg		102
➥Colossus cover		
5	8	
CGC 9.8 avg		26
6	4	
CGC 9.8 avg		20
7	3	
CGC 9.8 avg		20
8-10	3	
10/Variant	5	
11	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Astro Boy GOLD KEY, 1965		
1	265	1156
Astro City IMAGE, 1995		
1	5	
2	3	
3	3	8
4-6	3	
Astro City IMAGE, 1996		
½	3	
½/Direct	3	
1	4	
1/3D	5	
2-22	3	
Atom DC, 1962		
1	750	
2	300	
3	225	
4-5	175	
6	125	
7	250	
➥Hawkman app.		
8	125	
9	90	
10-12	85	
13	85	288
14	95	359
➥Hawkman app.		
15	85	
16-17	45	
18	50	209
19	45	
20	45	211
21-23	35	
24	35	129
25-28	35	
29	90	
30	35	244
31	46	185
32	35	
33	35	133
34	35	137
35	35	
36-37	45	
38	30	
Special 1-2	3	
Atom and Hawkman DC, 1968		
39-41	30	
42	30	130
43-45	30	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Aurora Comic Scenes AURORA, 1974		
181	30	
➥Tarzan minicomic		
182	28	
➥Spider-Man mini		
183	27	
➥Tonto minicomic		
184	30	26
➥Hulk minicomic		
185	28	
➥Superman mini		
186	27	
➥Superboy mini		
187	26	
➥Batman minicomic		
188	25	
➥Lone Ranger mini		
192	27	
➥Capt. America mini		
193	30	
➥Robin minicomic		
Authority DC, 1999		
1	5	20
2-3	4	
4-6	3	
7	3	10
8-29	3	
Ann 2000	4	
Avengers MARVEL, 1963		
0	3	
1	4200	14875
➥1st Avengers		
1.5	3	
2	935	3367

Avengers #1
2004 price: $3560
Now $4200

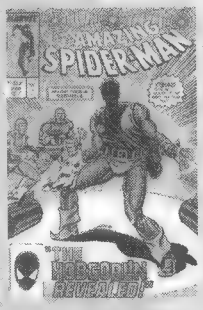
Goes to 30¢ — 1st Xander

30¢ regional price variants exist; NM price $20 each

10	11	12	13	14	15	16	17	18	19
OCT 75	DEC 75	FEB 76	APR 76	MAY 76	JUN 76	JUL 76	AUG 76	SEP 76	OCT 76
NM Price $4	$4	$4	$4	$3	$3	$3	$3	$3	$3

THE BOTTOM LINE

RETROVIEW
Amazing Spider-Man #289 ★★½



"The Hobgoblin Revealed!"

The Hobgoblin is revealed to be the now-dead Ned Leeds, and Jack O'Lantern has become the new Hobgoblin.

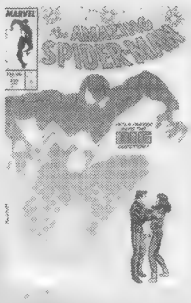
The Hobgoblin was supposed to be Lance Bannon, or possibly Flash Thompson, depending on whom you accept. But a last-minute editorial change of heart required the talents of Peter David to pull off at least a semi-plausible conclusion. Which he does, but the resolution is a disappointment to faithful readers who have diligently followed four years of buildup. Leeds' off-panel death was already meaningless; this story made it senseless, too. Fans deserved better.

Marvel
Jun 1987 • 40 pg.
Writer: Peter David
Pencils: Alan Kupperberg, Tom Morgan
Inks: Jim Fern
Cover: Tom Morgan

© Marvel

First CGC copy: 9.9 — Then 75¢ NOW $5

Amazing Spider-Man #290 ★★



© Marvel

"The Big Question"

After an issue's worth of soul-searching, Peter asks Mary Jane to marry him. Again.

It was exactly nine years ago, in real time, that Peter first proposed to MJ. Who says guys don't remember anniversaries?

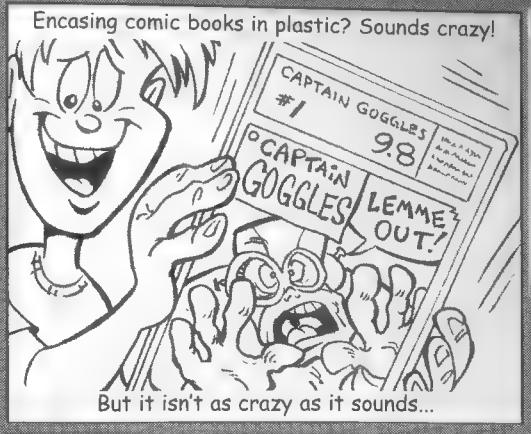
But, as was the case last time, the notion comes out of nowhere, even though the cover proclaims "Peter Parker asks the big question!" and virtually copies the final panel in which the big question is asked. So, like a patient fiancée-to-be, readers have to endure the story's meanderings for 21 pages before it finally gets around to the moment.

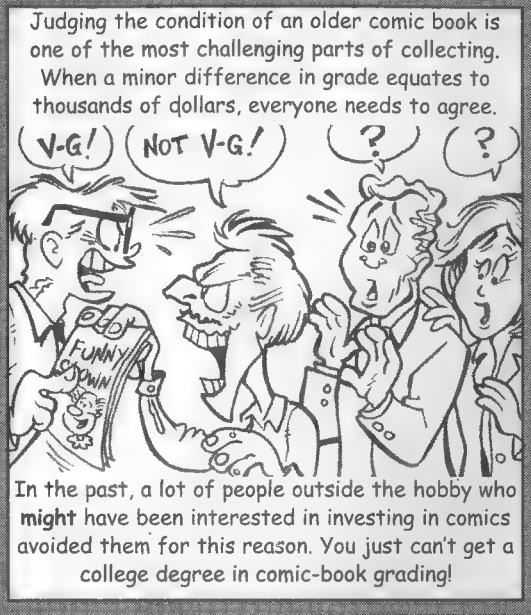
Marvel
Jul 1987 • 22 pp.
Writer: David Michelinie
Pencils: John Romita Jr.
Inks: Vince Colletta
Cover: Al Milgrom

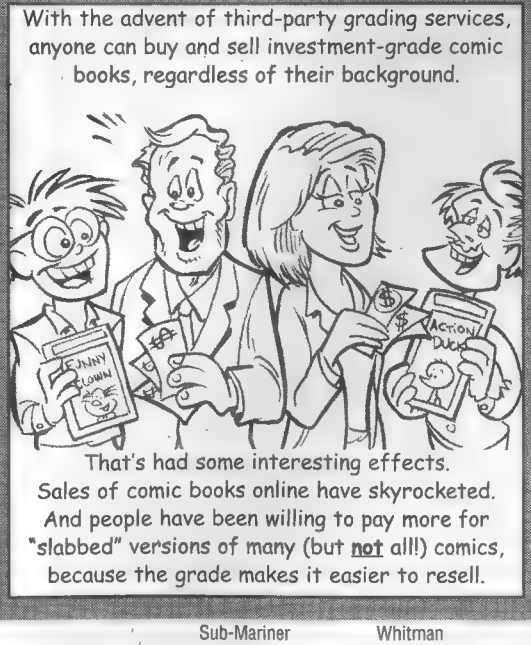
Next CGC copy: **9.8** — **Then 75¢ NOW $5**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
3	750	2728
4	1450	5210
➥Cap. America joins		
4/Golden	40	170
5	350	
6	390	1400
7	460	1663
8	275	1002
9	225	
➥1st Wonder Man		
10	180	658
➥1st Hercules		
11	275	1013
➥Spider-Man app.		
12	115	419
13	135	
14	150	528
15	100	371
16	125	
17	115	418
18	100	384
19	150	533
20	80	310
21	70	
22	70	271
23	75	298
24	70	139
25	70	358
26	65	188
27	70	284
28-29	50	
30	50	194
31	43	
32	37	144
33	50	173
34	55	235
35	50	188
36	35	113
37	40	159
38	43	
39	40	156
40	40	155
41	40	149
42	50	163
43	40	171
44	40	140
45	50	192
46	30	126
47	37	142
48	37	155
49	32 ▽	135
50	30 △	122
51	40	156
52	41 ▽	173
53	60	235
➥X-Men app.		
54	30	126
55	30	119
56	50	212
57	110	479
➥1st Vision		
58	65	240
59	40	
60	40	158
61	30	122
62	30	132
63	30 ▽	124
64	30	114
65	30 △	107
66	30	127
67	45	185
68	27	133
69	22	130
70	22	150
71	50 △	195
➥1st Invaders		
72	30	111
73	25	112
74	25	95
75	25	102
76	25 ▽	101
77	20	80
78	25	105
79	23	83
80	23	
81	23	87
82	25	116
83	36	139
➥1st Valkyrie		
84	23	
85	23 △	106
86	23	100
87	40	164
88	25	103
89	20	
90	20	89
91	20	89
92	20	119
93	105	476
➥Double-size		
94	35	138
95	35	153
96	35 ▽	144
97	26	113
98	26	72
99	30	148
100	55 △	224
➥Knight gets sword		
101	18	
102	16	63
103	35 △	158
➥Sentinels		
104	20	85
105	18	
106	17	70
107	20	71
108	12	52
109	18	
110	25	115
111	22	91
112	25	92
113	11	54
114	15	64
115	13	
116	27	110
➥Defenders War		
117	20	79
118	20	95
119	12	62
120	12	52
121	10	41
122	13	50
123	9	39
124	12	48
125	20	77
126	18	
127	12	51
128	12	31
129	12	
130	12 ▽	61
131	12	49
132	10	36
133	8	32
134	10 ▽	37
135	10	39
136	8	31
137	8	30
138	7 ▽	29
139	7	24
140	7	31
141	10	45
142	9	33
143	8	35
144	8	37
145	6	37
146	6	47
146/30¢	20	
147	6	
147/30¢	20	
148	6	53
148/30¢	17	72
149	6	24
149/30¢	15	
150	6	30
150/30¢	15	
151	6	27
152	6 △	25
153	6	22
154-155	6	
156	8	36
157	6	
158	6	32
159	6	32
160	6	
160/35¢	15	
161	6	27
161/35¢	15	
162	8	31
162/35¢	15	
163	6	28
163/35¢	15	
164	6	
164/35¢	15	
165	6	
166	6	23
167	5	19
168	7	28
169	4	17
170	4	18
171	4	31
172	4	15
173	4	18
174	4	16
175	4	21
176	4	
177	4	10
178	5	17
179	4	16
180	4	16
181	5	
182	4	18
183	5	25
184	6	25
185	7	27
186	5	22
187	6	23
188	6	
189	6	23
190	5	17
191	5	23
192	5	20
193-194	5	
195	5	16
196	7	30
197-199	5	
200	9	35
➥Double-size		
201-210	3	
211	3	12
212-218	3	
219-224	2	
225	3	12
226-249	2	
250	3	
251-262	2	
263	3	
264-349	2	
350	3	
351-359	1	
360	3	
361-362	1	
363	3	
364-365	1	
366	4	
➥Foil cover		
367-368	1	
369	3	
370-374	1	
375	2	
375/Collector's	3	
376-379	2	
379/Double	3	
380	2	
380/Double	3	
381	2	
381/Double	3	
382	2	
382/Double	3	
383-399	2	
400	4	
401-402	3	
Ann 1	125	420
Ann 2	115	466
Ann 3	26	
Ann 4	23 ▽	87
Ann 5	25	107

The Basics




Judging the condition of an older comic book is one of the most challenging parts of collecting. When a minor difference in grade equates to thousands of dollars, everyone needs to agree.
V-G!
NOT V-G!
?
?
OLD FUNNY CLOWN
In the past, a lot of people outside the hobby who might have been interested in investing in comics avoided them for this reason. You just can't get a college degree in comic-book grading!


With the advent of third-party grading services, anyone can buy and sell investment-grade comic books, regardless of their background.
FUNNY CLOWN
ACTION DUCK
That's had some interesting effects.
Sales of comic books online have skyrocketed.
And people have been willing to pay more for "slabbed" versions of many (but not all!) comics, because the grade makes it easier to resell.
ART CHOKY FEBBO

Reprints *Doctor Strange* #169

35¢ regional price variants; NM price $15 each

Goes to 35¢

In-Betweener appears

Sub-Mariner appears

Whitman variant exists

	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
	DEC 76	FEB 77	APR 77	JUN 77	AUG 77	OCT 77	DEC 77	FEB 78	APR 78	JUN 78	AUG 78	OCT 78	DEC 78	FEB 79	APR 79
NM Price	$3	$3	$3	$3	$3	$3	$2	$2	$2	$2	$2	$2	$2	$2	$2

PRICE GUIDE KEY: **Unslabbed (loose) Very Fine/Near Mint** is **5/6** (83%) of the unslabbed NM price above **Very Fine (VF)** is **2/3** (67%) of NM
OTHER GRADES **Fine (F)** is **1/3** (33%) of NM **Very Good (VG)** is **1/5** (20%) of NM **Good (G)** is **1/8** (12.5%) of NM

Black Mane

Black Mane is the alter ego of writer and artist Michael LaRiccia: a were-lion tool of justice into which he transforms in his dreams and fantasies. The targets of his wrath are the testosterone-pumped jerks he runs into in bars, on the street, or in his job selling T-shirts on the Boston waterfront. They're the bane of his sensitive-white-male existence, causing him no end of anxiety and stress, and serve as a springboard for observations about gender relations.

ONE TIME
WRITER:
MICHAEL J. LARICCIA
ARTIST:
LARICCIA
B/W • 88 Pgs.
$10

With its striking black and red cover, LaRiccia's Xeric Foundation-supported book is less a structured novel than a series of autobiographical vignettes. Each incident is an excuse to riff on race or gender or the quirky people he encounters every day.

LaRiccia uses his art to express the nature of his characters: The jerks turn into sharp-toothed monsters; the victims are demure and soft; and he draws himself as a short, hairy homunculus with glasses. He's for the most part successful in provoking thought, although the loose narrative is sometimes jarring.

★★★ — Timothy J. Wood

www.michaellariccia.com

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Avengers CONTINUED
Ann 6 7
Ann 7 . . . . 12 49
Ann 8 . . . . . 8 30
Ann 9 . . . . . 4 29
Ann 10 . . . . 9 34
CGC 9.8 avg 215
Ann 11-16. . 4
Ann 17 . . . . 3 10
Ann 18-23. . 3

Avengers MARVEL, 1996
1. . . . . 3 13
1/Variant 3
2-11 2
12. 3
13. 2

Avengers MARVEL, 1998
(#s) pick up from v2
0. 2
1 (#416) . . . 4 12
1/Chrome . . . 6
1/Others 4
2-5 3
6-11 2
12 3
12/DF. 12
12/White. . . . 5
13-16 2
16/Variant . . . 2 13
17-24 2
25. 3
26. 2
27. 3
28. 2
34. 3
35-47 2
48. 4
49. 2
50. 3
51-80 2
81-82 3
83-84 2
500. 12
CGC 9.8 avg 26
➥Disassembled
500/DirCut . 18
CGC 9.8 avg 50
501. 5
➥Disassembled
502. 7
➥Hawkeye dies
503. 4
Ann 1998 . . 3
Ann '99-00 . 4
Ann 2001 . . 3

Avengers Forever MARVEL, 1998
1. 3
1/WF 5
2-12 3

Avengers (TV) GOLD KEY, 1968
1. . . . . 125 419
1/Variant . . 200

Avengers/JLA DC, 2003
Also see JLA/Avengers
2. 7
CGC 9.8 avg 23
4. 6
CGC 9.8 avg 24

Avengers West Coast MARVEL, 1989
47-74 1
75. 2
76-102 1
Ann 4-7. . . . 2
Ann 8 3

Badger CAPITAL, 1983
1. . . . . 4 19
2-5 3
6-49 2
50. 4
51. 2
52-54 3
55-70 2

Banana Sundays ONI, 2005
1. 3

Barbarians ATLAS-SEABOARD, 1975
1. . . . . 8 32

Barbie and Ken DELL, 1962
1. 200
2. . . . . 150 226
3-4 150
5. 165

Batgirl DC, 2000
1. . . . . 4 14
CGC 9.8 avg 30
1/2nd. 3
2. . . . . 4 10
3-5 4
6-67 3
Ann 1 4

Batgirl Special DC, 1988
1. . . . . 3 13

Bat Lash DC, 1968
1. 25
2-3 15
4. . . . . 15 48
5. 15
6. . . . . 15 46
7. 15

Batman DC, 1940
0. 3
1. 80000
➥1st Catwoman
2. 15000
3. 9750
4. 7500
5. 5500
➥1st Batmobile
6-7 4500
8. 4000
9. 3750
10. 7500
11. 4750
12. 2900
➥1st Batcave
13-14 . . 2775
15. 2625
16. 4600
➥1st Alfred
17-20 . . 1650

RETROVIEW
Amazing Spider-Man #291 ★★

"Dark Journey!"

Mary Jane leaves town to deal with family matters, while Alistair Smythe and his new Spider-Slayer go after Spider-Man.

MJ tables Peter's proposal in this pedestrian story. It should have been nice to get another peek at MJ's family, but David Michelinie portrays her sister as little more than the typical one-dimensional stereotype of the "bad" sibling: jealous of her sister, ending up in jail, etc. And things are no better on Spider-Man's end, as Michelinie, like many writers before him, feels the strange compulsion to bring back the equally one-dimensional Smythe and his inane Spider-Slayers.

Marvel
Aug 1987 • 24 pp.
Writer: David Michelinie
Pencils: John Romita Jr.
Inks: Vince Colletta
Cover: Al Milgrom

© Marvel

Mint CGC copy 9.8 Then 75¢ NOW $5

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

21-22 . . 1275
23. 2000
24. . . . . 1275 4617
25. 2050
26-30 . . 1275
31-36 . . . 950
37. 1200
38. 1000
39. 950
40. 1140
41-43 . . . 760
44. 1080
45-46 . . . 760
47. 3000
➥Batman origin
48. 965
49. 1350
➥1st Mad Hatter
50-51 . . . 690
52. 850
53-54 . . . 690
55. 850
56-57 . . . 690
58. 750
59-61 . . . 690
62. 1250
➥Catwoman origin
63. 575
64. 515
65. 575
66. 660
➥vs. Joker
67-68 . . . 515
69. 575
70-72 . . . 515
73. 660
74. 550
75-77 . . . 500
78. 585
79-80 . . . 500
81. 485
82-83 . . . 435
84. 485
85-90 . . . 435
91-99 . . . 400
100. . . . 2000
➥Anniversary issue
101-102 . 400
103. . . . . 400 1615
104. 400
105. 490
106-109 . 400
110. 425
111-120 . 290
121. 375
➥1st Mr. Freeze
122. . . . . 225 929
123. 220
124-126 . 195
127. 240
➥vs. Joker
128. 195
129. 250
➥Robin origin
130. 195
131. 145
132-135 . 130
136. 215
➥vs. Joker
137-145 . 140
146-147 . 110
148. 140
➥vs. Joker
149-150 . 110
151. 90
152. 100
153-154 . . 85
155. 300
➥1st SA Penguin
156-164 . . 85
165. . . . . 85 618
166-167 . . 85
168. . . . . 85 345
169. 90
170. 85
171. 450
➥1st SA Riddler
172-175 . . 75
176. 85
177. . . . . 75 272
178. . . . . 75 375
179. 120
➥vs. Riddler
180. . . . . 60 205
181. 175
➥1st Poison Ivy
182-185 . . 60
186. . . . . 60 321
187. . . . . 65 271
188. 40
189. . . . . 200 ▽ 979
➥1st SA Scarecrow
190. 45
191. 40
192. . . . . 40 263
193. . . . . 70 284
194. . . . . 40 △ 362
195-196 . . 40
197. . . . . 100 372
➥Catwoman app
198. 85
199. . . . . 40 190
200. . . . . 100 300
➥Robin origin
201. 35
202. . . . . 30 141
203-204 . . 30
205. . . . . 30 170
206. 30
207. . . . . 30 241
208. . . . . 30 313
209-212 . . 30
213. 45
214-217 . . 30
218. . . . . 70 247
➥Giant-size
219. 50
220-221 . . 30
222. 50
223. 40
224-225 . . 30
226. . . . . 30 187
227. . . . . 30 403
228. . . . . 40 ▽ 155
229. . . . . 30 149
230-231 . . 30
232. . . . . 350 ▲ 523
➥1st Ra's al Ghul
233. 30
234. . . . . 115 482
➥1st SA Two-Face
235. 17
236. . . . . 17 122
237. . . . . 75 345
➥1st Reaper
238. 65
➥100 pages
239. 17
240. . . . . 17 75
241. 17
242. . . . . 17 75
243. . . . . 70 242
➥vs Ra's al Ghul
244. . . . . 60 215
➥vs Ra's al Ghul
245. 50
246. 15
247. . . . . 15 51
248. . . . . 15 80
249. . . . . 15 53
250. . . . . 15 48
251. . . . . 60 ▽ 227
➥vs. Joker
252-253 . . 14
254-255 . . 32
256. . . . . 32 △ 144
257. 32
258. . . . . 32 145
259. . . . . 32 124
260. 32
261. . . . . 32 136

△ #38

DR. STRANGE™

Claremont and Colan

In *Doctor Strange* #38, *X-Men* writer Chris Claremont came on board to write the adventures of Marvel's Sorcerer Supreme. He teamed with artist Gene Colan and inker Dan Green for the issue. Later, Frank Miller would do the art and cover for #46.

Image © 1979 Marvel

Goes to 40¢ | Chris Claremont writes | Goes to 50¢

NM Price	35 JUN 79	36 AUG 79	37 OCT 79	38 DEC 79	39 FEB 80	40 APR 80	41 JUN 80	42 AUG 80	43 OCT 80	44 DEC 80
	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

THE BOTTOM LINE

Amazing Spider-Man #292 ★★

© Marvel

Marvel
Sep 1987 • 23 pp.
Writer: David Michelinie
Pencils: Alex Saviuk
Inks: Vince Colletta
Cover: Al Milgrom

"Growing Pains!"

Peter follows Mary Jane to Pittsburgh to help with her family troubles, and Alistair Smythe follows.

It's more of the same clichéd characters and boring battles. Only Spidey fights The Spider-Slayer in Pittsburgh this time instead of New York. Oooh. Actually, add one more shallow character: MJ's father, whose contrived, crooked motivations are the basis for MJ's sister's troubles in the first place. Nice guy.

Peter scores some points with MJ by helping her sister, since she finally agrees to marry him after this incident. How convenient. If only it were that easy...

Key Issue 9.8 Thors 75¢ NOW $5

	UNSLABBED Near Mint		SLABBED CGC 9.4 NM
262	13		77
263	9		60
264	9		30
265-266	9		
267	8		16
268-277	8		
278	8		18
279	8		36
280	8		
281	8		25
282	8		
283	8	▽	20
284	8		25
285	8		32
286 ➥vs. Joker	12		45
287	9	▽	28
288	9	△	31
289	9		25
290	9		
291	9		72
292-294	9		
295	8		20
296-297	8		
298	8		35
299	8		23
300	15	▲	69
301-306	7		
307	7		20
308	7		32
309	7		
310	7		25
311	7	▽	23
312-316	7		
317	7		25
318	7		32
319-322	7		
323	7		23
324-331	7		
332	8		
333-336	7		
337	7		21
338	7		18
339-352	7		
353	5		17
354-356	7		
357	9		
358	7		
359	7		28
360-365	7		
366	6		28
367	7		
368	8		34
369	6		15
370	6		

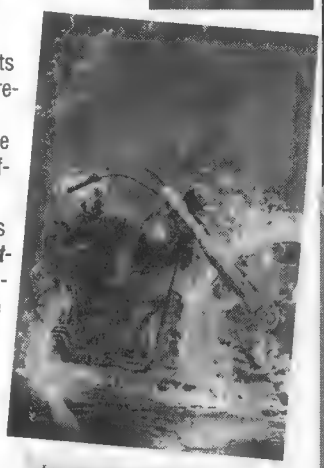
	UNSLABBED Near Mint		SLABBED CGC 9.4 NM
371-399	5		
400	10	▽	35
401-403	4		
404	5	▽	21
CGC 9.8 avg			128
405	6		23
CGC 9.8 avg			59
406	5		15
407	5		12
408	5	△	16
409-416	3		
417	5		17
418	4		10
419-420	4		
421-422	3		
423	3		26
424-425	3		
426	6		21
427	6		
427/Direct	4		19
428	6		23
429	4		18
430	3		
431-435	2		
436	3		
437-441	2		
442	3		
443-456	2		
457	3		
457/Direct	4		15
458-486	2		
487	1		
488-491	3		
492	3	▽	13
492/Silver	5		26
493	3		11
494-496	2		
497	3		11
CGC 9.8 avg			19
498-500	2		
500/Collector's	4		
501-515	2		
515/Variant	4		14
516-530	2		
530/Variant	3		
531	2		
531/Variant	3		
532	2		
532/Variant	3		
533-535	2		
535/Variant	4		
536-549	2		
550	3		
550/Variant	4		
551-562	2		
563-564	3		

	UNSLABBED Near Mint		SLABBED CGC 9.4 NM
565-599	2		
600	4		12
601-607	2		
608	5	▽	16
CGC 9.8 avg			33
➥Jim Lee begins			
608/2nd	3		
608/DF	25		
608/RRP	400		
609	4		14
CGC 9.8 avg			28
610	2		12
CGC 9.8 avg			22
611	2		
CGC 9.8 avg			28
614	2		14
CGC 9.8 avg			20
615	2		
CGC 9.8 avg			22
616	2		12
CGC 9.8 avg			24
617	4		10
CGC 9.8 avg			22
618	4		11
CGC 9.8 avg			22
619	3		11
CGC 9.8 avg			22
619/2nd	2		10
CGC 9.8 avg			21
620-629	2		
630	3		
631-632	2		
633	3		
634	6		
635 ➥Red Hood	15		
636-637	12		
638	11		
638/2nd	6		
639	16		
640-641	6		
642-643	3		
1000000	4		
Ann 1	540		
Ann 2	275		
Ann 3	215		
Ann 4-5	110		
Ann 6-7	85		
Ann 8	7		
Ann 9-11	6		
Ann 12-13	5		
Ann 14-15	3		
Ann 15/Silver	4		
Ann 16-18	3		
Ann 19-21	4		
Ann 22-23	3		
Ann 24	4		
Giant 1-3	5		

The Butler Report

Don Butler, *CBG* price guide analyst

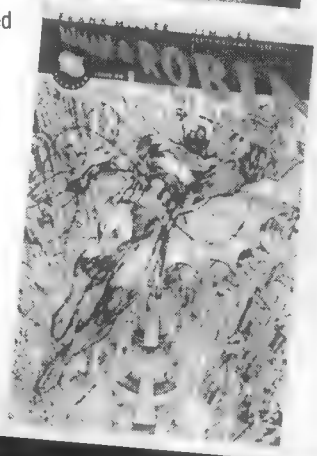
RRP cords



For serious master collectors, nothing gets the blood pumping like the annual Diamond retailer seminar. At the seminar, publishers reward attendees by giving each retailer a single copy of a high-profile variant to help them offset travel and attendance costs.

This year, a couple of high-profile variants include ***Ghost Rider* #1** RRP and ***All-Star Batman & Robin* #1**, each of which had sales between $400-$500 just after the seminar. (See Steve Mortensen's slabbed report on p. 163 for his take on the comics.)

The Safe Prediction of the Year says these two comics will join the rarified air of the Batman #608 RRP in commanding $2,000+ in CGC 9.8 and $400+ in unslabbed 9.4 or better. They debut in this month's price guide at $400 for *Ghost Rider* and $425 for *All-Star Batman*.



September online auction highlights

- Bob Kane file copies of *Batman* #1-3 and *Detective Comics* #39-45 had a starting point of $27,000 but received no bids.
- A Carl Barks original oil painting, *Stone to Gold*, had an opening bid of $125,000 but was posted as sold. Only two *Stone to Gold* paintings were produced; the one in this auction had been in the possession of Bruce Hamilton of Another Rainbow.
- ***Lord of the Rings* pinball machine artwork** commissioned by New Line Cinema, offered by painter Jerry Vanderstelt, had a starting bid of $25,000 and was relisted.

August slabbed comics sales

Throughout the price guide, you'll see a variety of arrows next to slabbed comics prices. The figure calculates all auction results of 9.4-graded and slabbed comics from the previous three months. Here's what they indicate:

▲ Slabbed comic has **increased three months in a row** in average value = 19

▲ Slabbed comic has **increased two months in a row** in average value = 46

△ Slabbed comic has **increased since last month** in average value = 279

▽ Slabbed 9.4 comic has **decreased since last month** in average value = 498

Don Butler *can't believe comics are cheaper than a gallon of gas. Contact him at* ***megaguide@krause.com.***

Frank Miller cover and art | Goes to 60¢ | Origin retold | Hannibal King appears

45	46	47	48	49	50	51	52	53	54	55	56	57	58	59
FEB 81	APR 81	JUN 81	AUG 81	OCT 81	DEC 81	FEB 82	APR 82	JUN 82	AUG 82	OCT 82	DEC 82	FEB 83	APR 83	JUN 83
NM Price $2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

PRICE GUIDE KEY:
OTHER CGC GRADES

Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4
CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

BPRD: The Dead

Something's going on in the fourth sub-basement of the Bureau of Paranormal Research and Defense's new headquarters, a Cold War-era fortress deep in the Rocky Mountains. When Johann Kraus discovers a sealed cavern, the team's mission of eradicating the frog creatures plaguing the country gets sidetracked. Meanwhile, Abe Sapien falls deeper and deeper into his previous life as a Victorian scientist, led by the corpse of the wife who drowned herself after he disappeared in 1865 and has been haunting the couple's rundown Rhode Island mansion since.

DARK HORSE
WRITERS:
MIKE MIGNOLA, JOHN ARCUDI
ARTISTS:
GUY DAVIS, DAVE STEWART
B/W • 152 Pgs.
$12.95

Entertaining and nicely embedded in the whole Hellboy-B.P.R.D. mythos, *The Dead* features Nazis, dark angels, and a corpse who just won't let go. Plotted by Mignola and scripted by co-writer John Arcudi, the story arc creates a compelling new character in Daimio and achingly lays Abe Sapien's heart open for all to see. Guy Davis' art, as always, brings the supernatural elements nicely to life, and Dave Stewart's colors add emotional overtones.

★★★½ — **Timothy J. Wood**

www.darkhorse.com
ISBN 1-59307-380-1

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Batman Adventures
DC, 1992
1 3
1/Silver 4
2-7 2
7/Collector's . . . 3
8-24 2
25 3
26-36 2
Ann 1 3
Ann 2 4
Holiday 1 . . 3

Batman Adventures: Mad Love
DC, 1994
1 . . . . . 8 9

Batman & the Outsiders
DC, 1983
1 . . . . . 3 20
2-32 2
Ann 1-2 2

Batman Beyond
DC, 1999
1 . . . . . 3 14
2-24 2

Batman Black & White
DC, 1996
1 4
2-4 3

Batman: Dark Detective
DC, 2005
1-6 3

Batman Family
DC, 1975
1 . . . . . 14 68
2 10
3-4 8
5 . . . . . 8 30
6 . . . . . 8 29
7-8 6
9 7
10 . . . . . 7 25
11 . . . . . 7 30
12 7
13-14 5
15 . . . . . 5 37
16 5
17-19 7
20 . . . . . 7 32

Batman: Gotham Knights
DC, 2000
1 3
CGC 9.8 avg 25
2-54 3
55 4
56-67 3

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Batman: Hush
DC, 2003
1 . . . . . 5 11

Batman: Jekyll & Hyde
DC, 2005
1-4 3

Batman: Journey into Knight
DC, 2005
1 3

Batman: Legends of Dark Knight
DC, 1989
1 . . . . . 3 10
2-15 3
16 4
17-20 3
21-26 2
27 3
28-49 2
50 4
51-64 2
0 . . . . . 3 11
65-99 2
100 5
101-119 . . . 2
120 4
121-157 . . . 2
158-194 . . . 3
Ann 1 5
Ann 2-7 4
Special 1 . . . 7

Batman: Shadow of the Bat
DC, 1992
0-1 3
1/Collector's . . . 4
2-34 3
35 4
35/Variant . . . 3
36-79 2
80 4
80/Ltd. 5
81-82 2
83 . . . . . 9 22
84-94 2
1000000 . . . 3
Ann 1-3 4
Ann 4 3
Ann 5 4

Batman Strikes
DC, 2004
1-12 2

Batman/ Superman/ Wonder Woman Trinity
DC, 2003
1 9
2 8
3 7

Batman: Sword of Azrael
DC, 1992
1 . . . . . 4 13
1-4/Silver . . . 2
2-4/Reg 3

Batman: The Cult
DC, 1988
1 5

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

CGC 9.8 avg 31
2-4 4

Batman: The Dark Knight
DC, 1986
Frank Miller series
1 . . . . . 25 △ 36
CGC 9.8 avg 171
2 . . . . . 9 23
CGC 9.8 avg 74
3 . . . . . 6 18
CGC 9.8 avg 65
4 . . . . . 5 △ 17
CGC 9.8 avg 76

Batman: The Killing Joke
DC, 1988
Moore, Bolland
1 7
CGC 9.8 avg 44

Batman: Long Halloween
DC, 1996
1 . . . . . 9 10
2 7
3 6
4-6 5
7-12 4
13 6

Batman: Man Who Laughs
DC, 2005
1 7

Batman: Vengeance of Bane
DC, 1993
1 . . . . . 4 18

Battle Chasers
IMAGE, 1998
1 . . . . . 5 21
1/Wraparound . . 8
1/Holochrome . 17
1/Gold 14
2 4
2/DF 5
2/B 6
3-8 3
9 4
Ashcan 1 . . . 5

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Battle Classics
DC, 1978
1 . . . . . 4 17

Battle of the Planets
GOLD KEY, 1979
1 . . . . . 20 43
2 15
3 . . . . . 12 20
4 . . . . . 12 20
5-6 12
7 30
8-10 20

Battle of the Planets
IMAGE, 2002
½ 3
½/Gold 5
CGC 9.8 avg 18
1 . . . . . 3 11
1/All vars . . . 3
8-11 3
12 5

Battlestar Galactica
MARVEL, 1979
1 . . . . . 4 △ 18
4-23 3

Beowulf
DC, 1975
1 . . . . . 5 19
2 3
3-6 2

Beware
MARVEL, 1973
1 8
2-8 5

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Beware the Creeper
DC, 1968
1 . . . . . 45 161
2-3 32
4 . . . . . 32 119
5 . . . . . 32 120
6 . . . . . 40 259

Beyond Avalon
IMAGE, 2005
1 3
2 4

Beyond the Grave
CHARLTON, 1975
1 7
2-3 4
4-15 3
16 . . . . . 3 12
17 3

Bigfoot
IDEA & DESIGN WORKS, 2005
1-4 4

Big Guy and Rusty the Boy Robot
DARK HORSE, 1995
Miller, Darrow series
1-2 10

Big Shot
COLUMBIA, 1940
1 1000
2 475
3 385
4-5 335
6-10 275
11-13 . . . 225

For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

Or look for our portable version, the **COMIC BOOK CHECKLIST & PRICE GUIDE**.

Krause publishes the ONLY books that list Near Mint prices for comic books!

Get them from your local retailer or order them from www.krausebooks.com!

RETROVIEW

Amaz. Spider-Man Annual #21 ★★½

Marvel
1987 • 43 pp.
Writers: Jim Shooter, David Michelinie
Pencils: Paul Ryan
Inks: Vince Colletta
Cover: John Romita

"The Wedding"

Peter and Mary Jane get married, but not before Pete goes through the usual pre-wedding jitters.

There are no attacks by, say, The Sinister Six during the ceremony, although Electro makes an early appearance.

In fact, things are pretty normal throughout, as Peter suffers the same last-minute doubts as many grooms. Oddly, though, he doesn't tell Aunt May the big news until late in the story. He must really be stressed.

This comic was one of the first to offer two different covers: one featuring Peter and another with Spidey in his stead.

© Marvel

Last CGC copy 9.8 Then $1.25 NOW $6

△ #61

DR. STRANGE™

A dark crossover

The "Darkhold" storyline that ran through *Doctor Strange* #58-62 featured appearances by characters from *Tomb of Dracula* including Dracula, Blade, and Hannibal King. At the end of the arc, Dracula perished, but we all know he got better.

Dracula, Blade, Hannibal King appear

Image © 1983 Marvel

THE BOTTOM LINE

NM Price	60 AUG 83	61 OCT 83	62 DEC 83	63 FEB 84	64 APR 84	65 JUN 84	66 AUG 84	67 OCT 84	68 DEC 84	69 FEB 85
	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

Amazing Spider-Man #293 ★★★½

© Marvel

"Crawling"

As Spider-Man lies buried and presumably dead by Kraven's hand, The Hunter assumes his foe's identity.

This issue is the second chapter of the classic "Soul of the Hunter" story that ran through all three Spider-Man titles.

Despite odd characterization, this moody, gripping tale caught readers pleasantly by surprise, and all six issues composing it became an instant sellout.

And Kraven the Hunter, in his final story, actually gets a respectable treatment from J.M. DeMatteis, something that few writers ever succeeded in (or even bothered tried) doing.

Marvel
Oct 1987 • 22 pp.
Writer: J.M. DeMatteis
Pencils: Mike Zeck
Inks: Bob McLeod
Cover: Zeck, McLeod

Mint CGC copy: **9.8** **Then 75¢ NOW $5**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
14	300	
15	340	
16-20	160	
21-27	135	
28	185	
29-30	135	
31-40	110	
41-49	95	
50-60	85	
61-63	65	
64	65	116
65-70	65	
71-80	55	
81-104	48	

Bionic Woman
CHARLTON, 1977

1	14	54
2-5	6	

Birds of Prey
DC, 1999

1	4	14
2-7	3	
8	12	54
➥Nightwing app.		
9-55	3	
56	3	13
57-85	3	
Batgirl: 1	3	
Catwoman: 1-2	6	
Manhunt: 1-4	2	
Revolution: 1	3	
Secret Files: 1	5	
The Ravens: 1	2	
Wolves: 1	3	

Bishop
MARVEL, 1994

1	4	
2-4	3	

Bishop The Last X-Man
MARVEL, 1999

1-12	3	
13-16	2	

Bizarre Adventures
MARVEL, 1981

25-26	3	
27	4	
28	3	22
29-34	3	

Black Cat Comics
HARVEY, 1946

1	450	
2	275	
3-5	220	
6	175	466
7-8	175	
9	225	
10-20	135	
21-23	100	
24	100	266
25	100	358
26-27	100	
28	100	327
29	100	
30	150	
31	130	
32-33	125	
34	125 ▽	379
35-42	125	
43	75	
44-46	125	
47	125	443
48-50	125	
51	165	
52	54	142
53-62	54	
63	80	
64-65	75	

Black Goliath
MARVEL, 1976

1	11 ▽	37
2	5	38
2/30¢	20	
3	4	
3/30¢	20	
4	4	
4/30¢	20	
5	4	

Blackhawk
DC, 1944

9	2600	
10	1100	
11	900	
12-15	800	
16-20	525	
21-25	460	
26-30	400	
31-35	350	
36-40	300	
41-49	225	
50	200	
51-60	165	
61-70	145	
71	200	
➥Blackhawk origin		
72-80	130	
81-86	125	
87-92	120	
93	135	
94-99	110	
100	140	
101-107	105	
108	325	
➥1st DC issue		
109	130	
110-117	110	
118	135	
119-130	85	
131-140	65	
141-149	50	
150-163	48	
164	60	
165-166	48	
167-180	22	
181-200	16	
201	15	
202	15	55
203-223	15	
224	15	64
225-227	15	
228	30	121
229-243	15	
244-260	4	
261-273	3	

Blacklight
IMAGE, 2005

1	3	

Black Lightning
DC, 1977

1	10 △	42
2-11	5	

Black Magic
DC, 1973

1	15	
2-7	7	
8	7	21
9	7	

Black Orchid
DC, 1993

1	3	
1/Platinum	5	16
2-22	2	
Ann 1	4	

Black Orchid
DC, 1988
1st U.S. Gaiman

1	6	
2-3	5	

Black Panther
MARVEL, 1977

1	12 △	38
2	7 △	27
3	5 △	20
4	5	
4/35¢	15	
5	5	
5/35¢	15	
6-7	5	
8	5	24
9	5	21
10	5	
11-12	4	
13	4	18
14-15	4	

Black Panther
MARVEL, 1998

1	5	15
1/Variant	7	
2	4	
2/Variant	4	
3-62	3	

Black Panther
MARVEL, 1988

1-4	2	

Black Panther
MARVEL, 2005

1	6	
1/2nd	4	
1/Ribic	20	
2-6	3	

Black Widow
MARVEL, 1999

1	4	
2	3	10
3	3	

Blazing Combat
WARREN, 1965

1	90	
2-3	30	
4	30	178
Ann 1	45	

Blazing Comics
ENWIL, 1944

1	300	
2-4	150	
5	150	144

Blitzkrieg
DC, 1976

1	16	58
2	8 ▽	33
3	6	18
4-5	6	

Blood of the Demon
DC, 2005

1	4	
2-6	3	

Bloodshot
VALIANT, 1993

0/WSS	25	
0/PlatError	750	
0	3	37
0/Gold	25	
1	2	6
CGC 9.8 avg		25
2-6	1	
6/WSS	50	
7-15	1	
16	2	
17-24	1	
25-37	2	
38-43	3	
44-47	4	
48-49	5	
50	6	
51	10	
YB 1	5	

Bloodstream
IMAGE, 2004

1-4	3	

Blue Beetle
CHARLTON, 1964

1	45	153
2	30	120
3-5	20	

Blue Beetle
CHARLTON, 1965

50-53	27	
54	27	95
1	60	
2	40	
3-5	27	

Body Bags: Father's Day
IMAGE, 2005

1	6	

Bone
CARTOON BOOKS, 1991

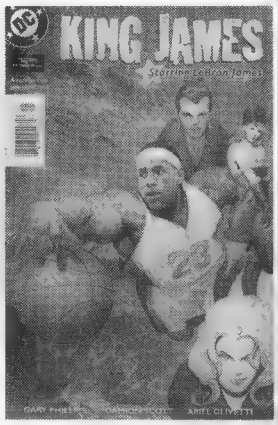
1	80	
2	45	
3	25	
4	16	

Comics Archaeology

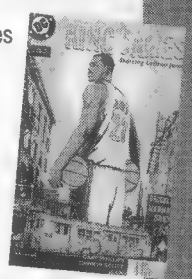
King James versions

In professional basketball, Cleveland Cavaliers forward LeBron James has been anointed as The Next Big Thing. He posted Jordan-like numbers in just his second NBA season.

In conjunction with the launch of Flava 23, soft drink manufacturer Powerade partnered with DC Comics to publish a King James Starring LeBron James comic book in fall 2004.

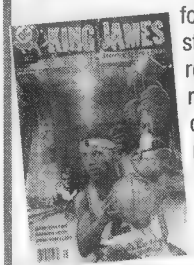


Written by Gary Phillips, with pencils by Damion Scott and inks by Sandra Hope, "The King of Basketball" features James and his friends against tough streetball players.



The comic was fulfilled only through Powerade between Sept. 1, 2004, through Feb.11, 2005. Collectors could get a comic by sending in three Powerade labels.

Eleven different covers, including one holofoil cover, were available and were randomly distributed. Five were available through mail redemption, four through Kroger stores, one through retail and general redemption, and one through U.S. military commissaries.



To date, none of the comics has fetched more than $2 apiece in online auctions.

Goes to 65¢ | Origin of Umar | *Secret Wars II* tie-in | Goes to 75¢ | New costume | P. Craig Russell art | Reprints #1-4

	70	71	72	73	74	75	76	77	78	79	80	81	Ann. 1	Spec. 1
	APR 85	JUN 85	AUG 85	OCT 85	DEC 85	FEB 86	APR 86	JUN 86	AUG 86	OCT 86	DEC 86	FEB 87	CA '75	TAM '83
NM Price	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$6	$3

PRICE GUIDE KEY:
CGC INDICATORS

▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
◮ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

Coexisting

Religion is flourishing in comics. From *Bible* adaptations and religious comics to stories about battling clergy, a wide variety of faiths currently appear on the printed page. In addition to publications promoting Catholicism and Judaism, *The Book of Mormon* was brought to comics by Mike Allred. Now, Andrew Drozd introduces readers to Seventh Day Adventism.

ALTERNATIVE
WRITER:
ANDREW DROZD
ARTIST:
ANDREW DROZD
B/W • 32 Pgs.
$2.99

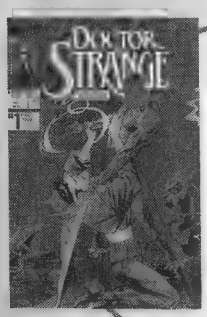
The *Coexisting* title refers to several things. Marcus (the Seventh Day Adventist) believes that dinosaurs and humans coexisted. Andrew (the author) is intolerant of Marcus' religion and must learn to coexist with him. To a lesser extent, Marcus is homophobic and should learn to coexist with Andrew's friend Carl.

Drozd's faces are crude but effective. His skill is more apparent in the details of living rooms and parking lots. The most interesting sequence, visually, is a basketball face-off from three perspectives. He utilizes stick figures in the long shots, but he seems to be winking at the reader by doing so, rather than doing so in earnest.

Coexisting is an interesting autobiographical sketch made all the more real by Drozd portraying himself as flawed.

★★★ — **Jack Abramowitz**

www.andrewdrozd.com



△ #1

DR. STRANGE
SORCERER SUPREME

A title to go with his title

Marvel's supreme sorcerer returned in late 1988 in *Doctor Strange: Sorcerer Supreme*. The series' title suffered from punctuation trouble throughout its run, alternating between *Doctor Strange: Sorcerer Supreme* and *Doctor Strange, Sorcerer Supreme* in the indicia.

image © 1988 Marvel

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Bone CONTINUED		
5	12	
6-8	7	
9-13.5/Gold	4	
14-55	3	
Special 1	2	
Bone IMAGE, 1996		
1-20	3	
Bonerest IMAGE, 2005		
1-2	3	
Boneyard NBM, 2001		
1-18	3	
Books of Magic DC, 1990		
1-4	4	
Books of Magic DC, 1994		
1	3	7
1/Silver	4	
2-75	3	
Ann 1-3	4	
Boris Karloff Tales of Mystery GOLD KEY, 1963		
3	27	
4-5	25	
6-8	20	
9 ➥Wood art	25	
10	15	
11	22	
12	15	
13-14	12	
15	15	
16-20	12	
21	18	
22-30	10	
31-40	9	
41-50	8	
51-59	6	
60-74	5	
75-79	3	
80 ➥Giant ish; scarce	7	
81 ➥Giant ish; scarce	6	
82 ➥Giant ish; scarce	5	
83 ➥Giant ish; scarce	6	
84 ➥Giant ish; scarce	5	
85 ➥Giant ish; scarce	6	
86-97	3	
Boris Karloff Thriller GOLD KEY, 1962		
1	75	
2	55	

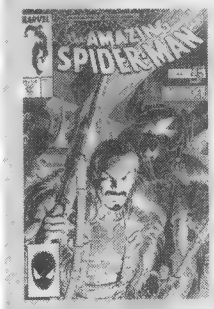
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Born MARVEL, 2003		
1	4	
CGC 9.8 avg		21
2-4	4	
Boy Comics LEV GLEASON, 1942		
3	1500	
4	1100	
5	575	
6 ➥Iron Jaw origin	950	
7	620	
8	515	
9	450	
10	615	
11-14	350	
15	400	
16	225	
17	250	
18-20	200	
21-25	140	
26-29	130	
30 ➥Crimebuster origin	200	
31-40	58	
41-50	42	
51-55	30	
56	30	124
57-62	30	
63-80	27	
81-100	24	
101-119	22	
Boy Commandos DC, 1942		
1	4500	
2	1500	
3	1000	
4-6	500	
7-10	275	
11-15	190	
16	190	541
17-22	190	
23	220	
24-28	150	
29	150	625
30	150	
31-35	135	
36	195	
BPRD DARK HORSE		
Frogs: 1-5	3	
Waters: 1	3	
Hollow: 1-3	3	
Train: 1	3	
Venice: 1	3	
Dead: 1-5	3	
Under/Bed: 1	3	
Brave and the Bold DC, 1955		
1	3000	
2	1500	
3	700	
4-5	650	
6-10	500	
11-22	400	
23 ➥Vik. Prince origin	500	
24	350	
25 ➥1st Suicide Squad	500	
26	325	
27	330	
28 ➥1st JLA	5000	
29	2000	
30	1750	
31	350	
32-33	200	
34 ➥1st SA Hawkman	1750	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
35-36	400	
37	250	
38-39	225	
40-41	140	
42	300	
43 ➥Hawkman origin	350	
44	260	
45-49	60	
50	175	
51	225	
52	125	
53	75	
54 ➥1st Teen Titans	350	887
55-56	45	
57 ➥1st Metamorpho	150	529
58	65	
59	80	
60 ➥1st Wonder Girl	100	
61 ➥Starman origin	125	
62 ➥1st SA Wildcat	100	336
63	40	
64	60	175
65-66	22	
67 ➥Batman starts	65	231
68 ➥Batman Hulk parody	80	283
69-70	50	
71	50	137
72	50	213
73	40	200
74	40	
75	40	281
76	40	205
77-78	40	
79 ➥Batman, Deadman	75	
80-82	50	
83	60	
84	50	140
85 ➥N. Adams GA	50	281
86	50	192
87	20	134
88	20	80
89	20	
90	20	75
91-92	18	
93	30	
94	18	
95	15	97
96	15	56
97-99	15	
100	30	
101	12	54
102 ▲	15	66
103	12	
104	12	35
105-107	12	
108	12	52
109	12	
110	12	36
111	18	52
112	18	92
113	18	63
114	18	
115	18	91
116-118	18	
119	6	28
120-125	6	
126	6	27
127	6	
128	6	22
129-130	11	
131	6	
132	4	
133	4	20
134-135	4	
136	4	16
137-140	4	
141	10	
142-145	4	
146	4	15
147-179	4	
180-190	3	
191	8	
192-196	3	
197	4	
198-199	3	
200	7	20
Ann 1	6	
Breach DC, 2005		
1-2	3	
3	5	
4-8	3	
Breakdown DEVIL'S DUE, 2004		
1	4	
1/Variant	5	
2	4	
2/Variant	5	
3-6	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Brother Destiny MECCA, 2004		
1	3	3
2-3	3	
Brother Power/Geek DC, 1968		
1	45	160
2	20	
Brute ATLAS-SEABOARD, 1975		
1	7	27
2-3	5	
Buffy the Vampire Slayer DARK HORSE, 1998		
½	4	
½/Gold	8	
½/Platinum	10	
1	5	18
1	10	
1/Variant	5	
1/Gold	10	
1/Alt cover	10	
2-3	4	
2-3/Variant	5	
4-20	4	
20-49/Variant	3	
50	4	
50/Variant	4	
51-63	3	
Ann 1999	6	
Buffy the Vampire Slayer: Angel DARK HORSE, 1999		
1-3/Reg	4	
1-3/Variant	4	
Bugs Bunny GOLD KEY, 1962		
86-101	7	
102-144	6	
145	6	26
146-148	6	
149	6	28
150	6	
151-153	5	
154	5	24
155-200	5	
201-212	3	
213-245	2	

RETROVIEW

Amazing Spider-Man #294 ★★★½



Marvel
Nov 1987 • 23 pp.
Writer: J.M. DeMatteis
Pencils: Mike Zeck
Inks: Bob McLeod
Cover: Zeck, McLeod

"Thunder"

A not-so-dead Spider-Man confronts Kraven, who claims victory before taking his own life.

The two or three readers who didn't follow all four of the previous chapters will be confused.

But everyone else will find an incredible story about Kraven seeking honor by trying to become his greatest enemy. And he gets it, both in his own eyes and the readers', as the career of one of Spidey's more ridiculed villains ends with one of the title's most memorable stories. The final chapter in *Peter Parker, The Spectacular Spider-Man* #132 is essentially an epilogue.

© Marvel

Now CGC copy: **9.8** — Then 75c NOW **$5**

"Inferno" tie-in

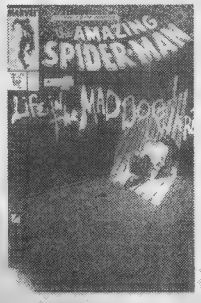
"The Faust Gambit" begins

"The Faust Gambit" ends

Morbius appears

	1	2	3	4	5	6	7	8	9	10
NM Price	NOV 88 $3	JAN 89 $2	MAR 89 $2	MAY 89 $2	JUL 89 $2	AUG 89 $2	SEP 89 $2	OCT 89 $2	NOV 89 $2	DEC 89 $2

Amazing Spider-Man #295 ★★



© Marvel

"Mad Dogs"

Peter gets committed to a mental hospital trying to help a woman whose mobster husband wrongly imprisoned her.

This is another story arc that straddles all three Spider-titles, and the *Amazing* faithful find themselves dropped right in the middle of this three-parter.

Readers are not treated to the same kind of exceptional tale this time, however, although Ann Nocenti's offbeat story is enjoyable enough. But it comes across as a stall tactic by Marvel's editors to buy themselves time to figure out what to do with a now-married Spider-Man.

Marvel
Dec 1987 • 22 pp.
Writer: Ann Nocenti
Pencils: Cynthia Mart...
Inks: Kyle Baker
Cover: Bill Sienkiewi...

Add CGC copy: **9.8** **Then 75¢ NOW $5**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Cable MARVEL, 1993		
-1	2	
1	4	
CGC 9.8 avg		20
2-10	3	
11-16	2	
16/Variant	4	
17-24	2	
25	4	
26-49	2	
50	3	
51-74	2	
75	2	21
76-99	2	
100	4	
101-107	2	
Ann 1998	3	
Ann 1999	4	
Cable/ Deadpool MARVEL, 2004		
1	4	
2-18	3	
Caliber Christmas, A CALIBER		
1	6	21
Caliber Presents CALIBER, 1989		
1	15	65
➥1st Crow		
2-7	3	
8-24	3	
Call of Duty: Brotherhood MARVEL, 2002		
1	2	8
2-6	2	
Camp Runamuck DELL, 1966		
1	40 ▽	37
Cannon Busters DEVIL'S DUE, 2004		
0	15	
1	3	
1/Variant	4	
2	3	
2/Variant	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Cannon Hawke: Dawn of War ASPEN, 2004		
1	6	
Captain Action DC, 1968		
1	45 ▽	152
2-3	35	
4	35 ▽	100
5	20	76
Captain America MARVEL, 1968		
100	210 ▽	647
101	55 △	167
102	35 ▽	147
103	35	154
104	35	135
105	35	150
106	35	116
107	35	120
108	35	118
109	45 ▽	165
➥Origin retold		
110	75	276
➥Steranko begins		
111	65	239
112	50	183
113	60	213
➥Avengers app.		
114	30	115
115	30	111
116	30	
117	95	345
➥1st Falcon		
118	25	
119	25 ▽	98
120-121	25	
122	25	60
123	25	93
124	25	85
125-126	20	
127	20 △	64
128	15	57
129	15 △	36
130	15	55
131	18	66
132	18 ▽	64
133	15	47
134	18 ▽	57
135	18	56
136	18	74
137	35 ▽	117

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
138	30	106
139-141	25	
142	25	95
143	25	91
144	25	85
145-146	25	
147	15	57
148	15 ▽	66
149	15	45
150	25	102
151	15	
152	15 ▽	59
153	15	
154	15	92
155	25 ▽	103
156	15	86
157	10	40
158	10	49
159	10	
160	10	35
161-162	10	
163	10	55
164-166	10	
167	10	33
168	12	60
169	10	
170	10	48
171	10	
172	10 ▽	39
173	10	60
174	10 △	44
175	10	
176	7	48
177	7	33
178-179	7	
180	7 △	40
181	7	27
182	7	31
183	7	37
184	5 △	21
185-186	5	
187	5	20
188	5	32
189	5	32
190-191	5	
192	5	23
193	5	27
194	5	19
195	5	19
196	5	27
196/30¢	20	
197	5	
197/30¢	20	
198	5	27
198/30¢	20	
199	5	18
199/30¢	20	
200	6	23
CGC 9.8 avg		87
200/30¢	20	
201	4 ▽	30
202	4	
203	4 ▽	22
204	4 ▽	14
205	4 △	21
206	4	23
207	4	
208	4	23
209	4 △	18
210	4	
210/35¢	15	
211	4 △	19
211/35¢	15	
212	4 ▽	21
212/35¢	15	
213	4	
213/35¢	15	
214	4	19
214/35¢	15	
215-217	4	
218	4	21
219-233	4	
234	4	28
235-240	4	
241	4	38
242-249	4	
250	4	16
251	4	
252	4	14
253-255	4	
256-271	2	
272	3	
273-275	2	
276	4	
277-281	2	
282	3	
283	2	
284	3	
285	2	
286-288	3	
289-297	2	
298	3	
299-331	2	
332	3	
333-349	2	
350	3	
351-382	2	
383	3	
384-399	2	
400	3	
401-420	2	
420/Collector's	3	
421-424	2	
425	3	
425/Variant	4	
426-443	2	
444	3	
445-447	2	
448	3	
449-454	2	
Ann 1	30	148
Ann 2	10	100
Ann 3	7	29
Ann 4	7	38
Ann 5-7	3	
Ann 8	12 ▽	28
➥Wolverine app.		
Ann 9-13	3	
Ashcan 1	1	
Special 1-2	4	
Captain America MARVEL, 1995		
1	3	13
1/Flag	4	
1/Conv	5	
2-13	2	

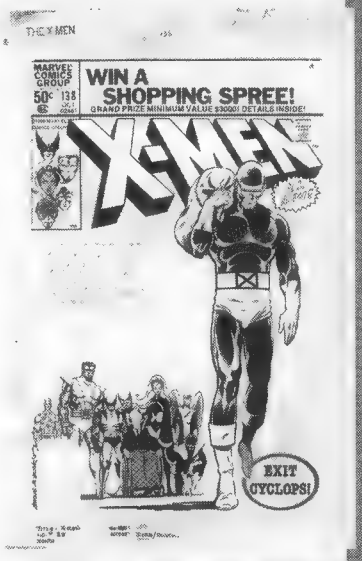
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Captain America MARVEL, 1998		
1	4	
1/Sunburst	5	14
CGC 9.8 avg		33
2	3	
2/Variant	4	
3-12	2	
12/Ltd.	6	
13-24	2	
25	3	
26-49	2	
50	6	
Ann '98-00	4	
Ann 2001	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Captain America MARVEL, 2002		
1	4	13
CGC 9.8 avg		27
2-5	3	
6	3	10
7-32	3	
Captain America & The Falcon MARVEL, 2004		
1-5	3	
6	4	
➥Disassembled		
7-14	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Captain America Comics MARVEL, 1941		
1	80000	
2	20000	
3	10000	
4	6500	
5	5500	
6	4750	
7	5500	
8	4000	
9-10	3600	
11-12	3100	
13	3275	

Auction News

Heritage to offer classic X-cover



Heritage Comics Auctions will offer the **John Byrne-Terry Austin** art to the cover of ***X-Men* #138** in its Oct. 14-15 Signature Auction in Dallas.

"The *X-Men* was one of the most influential, most popular books of the 1970s, 1980s and 1990s, and one of the biggest storylines ever presented in that title was the 'Death of Phoenix' saga, which culminated in the passing of Jean Grey in issue #137," said Ben Samuels, consignment director for Heritage. "Issue #138 dealt with the aftermath and shows a bereaved Cyclops leaving the team that he helped found."

This piece was purchased by San Antonio DJ 'Mr. Ed' Lambert from Byrne at a Chicago ComiCon during the early 1980s. In order to get out of the show with the piece, Lambert had Byrne inscribe a 'receipt' on the back of the cover, which is still plainly visible.

Lambert paid Byrne $30 for the piece. This cover, which includes some background cover suggestions to Marvel editors, carries a pre-auction estimate of $25,000. More information can be found at **www.HeritageComics.com**.

"Acts of Vengeance" tie-ins

Amy Grant cover caused lawsuit

Origin of Umar

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
DEC 89	DEC 89	JAN 90	FEB 90	MAR 90	APR 90	MAY 90	JUN 90	JUL 90	AUG 90	SEP 90	OCT 90	NOV 90	DEC 90	JAN 91
NM Price $2	$2	$2	$2	$3	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

PRICE GUIDE KEY: OTHER GRADES **Unslabbed (loose) Very Fine/Near Mint** is **5/6** (83%) of the unslabbed NM price above **Very Fine (VF)** is **2/3** (67%) of NM **Fine (F)** is **1/3** (33%) of NM **Very Good (VG)** is **1/5** (20%) of NM **Good (G)** is **1/8** (12.5%) of NM

The Covenant

At Camp Iwahanee, teens Caleb, Pogue, Reid, and Miller discover they're set to inherit the mantle of the world's most powerful warlocks, The Covenant. But something they do that summer unleashes something terrible, and, years later, they reunite to try to put it right.

IMAGE
WRITERS:
VARIOUS
ARTISTS:
VARIOUS
Color • 96 Pgs.
$9.99

While Aron Coliete, writer for *Crossing Jordan*, receives the lion's share of the credit, it's based on a screenplay by J.S. Cardone. It's not clear why either would want credit for this mess; it certainly reads like a mediocre unfilmed screenplay — including plot holes and unlikable and unlikely characters. The worst offender is thuggish camp counselor "Jambo" (?) who's too ludicrous a stick figure to inspire the intended loathing.

The kids don't get more interesting as they age, and their attempts to use their (theoretically) amazing powers to track down the legendary "Woods Hole Warlock" are dull at best. The ugly art from half a dozen artists doesn't help, either, but neither does a remarkably unreadable logo; from a distance, it kind of looks like "Lovecraft."

★ **— S.A. Bennett**

www.imagecomics.com
ISBN: 1-58240-556-5

RetroView CAPTAIN ATOM

Reviewed by Brent Frankenhoff

Near the end of his first year of publication at DC, Captain Atom's initial sub-plots had been mostly resolved, and it was time to shake things up again.

The Captain's second year started with a bang, literally, with the addition of Major Force to the cast, a more powerful result of a similar experiment to the one that created Captain Atom, but with a more aggressive subject inside the alien metal shell. This time, however, the military learned from its mistakes and created an operative they had more control over … or so they thought.

Captain Atom ™ DC Comics

COST TO OWN THE ORIGINALS IN NM: $13

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Captain America Comics CONTINUED		
14-15	3	100
16	3	600
17	2	585
18-20	2	075
21-22	1	850
22/A	1	2000
➥Giant size issue		
23-25	1	850
26-30	1	650
31-35	1	385
36	1	650
37	1	550
38-40	1	285
41-58	1	175
59	2	650
➥Cap origin		
60	1	175
61	1	850
62-65	1	075
66	1	400
67-70	1	175
71-73	1	025
74	4	350
➥Cap Weird Tales		
75	2	750
76-78		875
Captain America MARVEL, 2005		
1		8
2-3		5
4-5		3
6		7
6/Variant		5
7-8		3
Captain America: Sentinel of Liberty MARVEL, 1988		
1		2
1/Variant		3
2-5		2
6		3
7-11		2
12		3
Captain Atom CHARLTON, 1965		
78	40	153
79	25	90
80-81	25	
82	25	111
83	25	
84	25	93
85	25	95
86	20	
87	20	57
88	20	
89	20	98
Captain Gallant CHARLTON, 1955		
1	11	36
2-3	8	
4	5	
Captain Marvel MARVEL, 1968		
1	60 △	245
2	18	73
3	18 △	76
4	22	93
5	15 △	66
6	20	118
7	15 ▽	60
8	15	65
9	15	102
10	13	54
11	13	
12	13	80
13	13	58
14-15	13	
16	13	130
17-18	13	
19	13	89
20	13	
21	13	88
22-24	13	
25	25 ▽	84
➥Thanos War starts		
26	25	99
27	25	61
28	30	131
29	15	72
30	12	52
31	15	72
32	12 △	39
33	12 ▲	70
34	6	44
35-37	3	
38	3	23
39-43	3	
44	3	28
44/30¢	20	
45	3	
45/30¢	20	
46-47	3	
48	3	38
49	3	
50	3	152
51	4	16
52	3	12
52/35¢	15	12
53-54	3	
55	3 ▽	20
56	3	
57	6	21
58-62	3	
Captain Marvel Adventures FAWCETT, 1941		
1	27500	
2	3500	
3	1800	
4	1200	
5	1050	
6-7	750	
8-10	675	
11-15	590	
16-17	550	
18	1800	
➥1st Mary Marvel		
19-20	500	
21-22	400	
23	610	
➥1st Mr. Mind		
24-40	225	
41	190	
42	163	
43-47	125	
48	125	1878
49-50	125	
51	125	347
52-109	125	
110-120	80	
121	115	
➥Cap Marvel origin		
122-150	80	
Captain Midnight FAWCETT, 1942		
1	2400	
2	1050	
3-5	750	
6	585	1675
7-10	585	
11-15	400	
16-20	375	
21-30	285	
31-40	225	
41-50	200	
51-60	175	
61-67	160	
Capt. Savage MARVEL, 1968		
1	35	
2	25	
3-7	15	
8	15	50
9-11	15	
12	10	27
13	10	
14	10	36
15-19	10	
Captain Steve Savage AVON, 1951		
1	120	
2	85	
3-7	55	
8	55	50
9-11	55	
12	55	27
13	55	
Casper's Ghostland HARVEY, 1958		
1	175	
2	75	244
3-5	50	
6-10	40	
11-20	25	
21-30	20	
31-40	15	
41-60	10	
61-81	5	
82-98	4	
Cat MARVEL, 1972		
1	35	129
2	15	
3	12 ▽	28
4	10	
Catwoman DC, 1989		
1	3	9
2	3	14
3-4	2	
Catwoman DC, 1993		
0	2	6
1	3	9
CGC 9.8 avg		24
2	3	
3	3	8
4-10	3	
11-50	2	
50	3	
50/Variant	3	
51-72	2	
73	2	6
74-94	2	
1000000	3	
Ann 1-4	4	
Catwoman DC, 2002		
1	3	
CGC 9.8 avg		31
2	3	
3	3	8
4-45	3	
Cerebus the Aardvark AARDVARK-VANAHEIM, 1977		
0	4	
0/Gold	6	
1	700	152
1/Counterfeit	60	
2	150	
3	90	312
4	75	
5	50	
6	35	75
7	20	58
8	15	46
9	15	50
10	15	56
11	12	50
12	10	37
13-14	10	
15	10	36
16-19	10	
20	10	27
21	10	37
22	10	
23-26	6	
27	6	18
28-29	6	
30	6	16
31	6	12
32-40	5	
41-50	4	
51	6	
52-62	4	
63-100	3	
101-299	2	
300	4	
Challengers of the Unknown DC, 1958		
1	1450	
2	375	
3-8	220	
9-10	140	
11-15	90	
16-23	52	
24-31	25	
32-41	20	
42	20	81
43-49	20	
50-56	15	
57-68	11	
69	11	45
70-73	7	
74	14	
➥Adams art; Deadman		
75-80	7	
81	6	
82-87	5	
Chamber of Chills HARVEY, 1951		
1	350	
2-4	275	
5-9	250	

△ #31

DR. STRANGE SORCERER SUPREME

To Infinity (Gauntlet and War)

A number of crossover events occurred in the Marvel universe in the early 1990s, affecting nearly every title, including *Doctor Strange: Sorcerer Supreme*. Among them were *Infinity Gauntlet* and its sequel, *Infinity War*, each of which featured Thanos.

Image © 1991 Marvel

Ghost Rider crossover

Goes to $1.75

Infinity Gauntlet tie-ins begin

THE BOTTOM LINE	26	27	28	29	30	31	32	33	34	35
NM Price	FEB 91 $2	MAR 91 $2	APR 91 $2	MAY 91 $2	JUN 91 $2	JUL 91 $2	AUG 91 $2	SEP 91 $2	OCT 91 $2	NOV 91 $2

Captain Atom #12 ★★★

© DC Comics

"Sweet Dreams Major Force"

A new ally for Captain Atom is introduced in the form of Major Force.

What would happen if you put a psycho inside an alien metal shell similar to Captain Atom's?

That's the question Cary Bates and Greg Weisman set out to answer in Captain Atom's second year, and they do so with a bang. Much of the set-up for *Captain Atom Annual #1* is done in this issue, by introducing convicted mad-dog killer Clifford Zmeck and showing how he became Major Force, but, in spots Bates and Weisman are almost too subtle, including putting the son of one of Zmeck's victims in charge of Zmeck's revival.

DC
Feb 1988 • 22 pp
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Uncredited

CGC copies **Then 75¢ NOW $1**

Chamber of Chills #1
2002 price: $15
Now $25

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
10-12	225	
13	225	352
14-19	225	
20-25	200	
26	175	

Chamber of Chills
MARVEL, 1972

1	25	91
2-3	15	
4	15	53
5-10	15	
11-14	12	
15	12	74
16	12	
17	12	56
18-22	12	
22/30¢	20	
23	12	
23/30¢	20	
24-25	12	

Chamber of Darkness
MARVEL, 1968
Becomes Monsters on the Prowl

1	60 ▽	199
2	35 ▽	111
3	30	
4	60 ▽	193
➥BWS Conan tryout		
5	30 ▽	103
6	30	
7	30	95
8	20	
1/Special	20	69

Champions
MARVEL, 1975

1	15 ▽	46
2	6	24
3	6	24
4-5	5	
5/30¢	20	
6	4	
6/30¢	20	
7	4	20
7/30¢	20	
8-9	4	
10	4	26
11-13	4	
14	4 ▽	25
14/35¢	15	
15	4	
15/35¢	15	
16-17	4	

Chaos Effect
VALIANT, 1994

Alpha 1	2	
Alpha 1/Red ft.	90	156
Omega 1	2	
Omega 1/Gold	20	35
Epilogue 1-2	2	

Charlton Bullseye
CHARLTON, 1981

1	7	26
2-10	2	

Cheyenne
DELL, 1957

4-5	35	
6-10	25	
11	20	
12	20	70
13-25	20	

Chilling Adventures in Sorcery
ARCHIE, 1972
Becomes Red Circle Sorcery

1	42	
2	25	
3	15	56
4	15	
5	15	39

City of Heroes
BLUE KING STUDIOS, 2004

1-12	3	

City of Heroes
IMAGE, 2005

1	3	
1/Keown	5	
1/Perez	4	
2-4	3	

City of Tomorrow
DC, 2005

1-4	3	

Claw the Unconquered
DC, 1975

1	7	33
2	4	
3	3	
4-6	2	
7	2	16
8-12	2	

Clerks: The Comic Book
ONI, 1998

1	5	
2	3	
Holiday 1	4	

Clue Comics
HILLMAN, 1943

1	530	
2-3	360	
4	225	
5	225	423
6	225	
7-9	260	
10-12	155	

Coffin
ONI, 2000

1	40	20
2	25	

Combat
DELL, 1961

1	10	
2	20	
3	18	
4	25	
➥JFK story		
5	16	
6-9	12	
10-20	9	
21-27	8	
28-40	6	

Combat Kelly
MARVEL, 1972

1	10	53
2	6	26
3	6	37
4-9	4	

Comic Cavalcade
DC, 1942

1	7000	
2	2400	
3	1650	
4-5	100	
6-10	875	
11-12	750	
13	950	
➥Sol. Grundy app.		
14-20	750	
21-29	650	
30	275	
31-40	150	
41-50	100	
51-62	90	
63	150	

Comix International
WARREN, 1974

1	125	180
➥Scarce		
2	90	
➥Dracula story		
3-4	75	
5	75	163
➥Spirit story		

Common Foe
IMAGE, 2005

1-2	4	

Conan the Barbarian
MARVEL, 1970

1	160 ▽	566
➥1st comics Conan		
2	55 ▽	201
3	72 ▽	272
4	26	113
5	30 ▽	129
6	26 ▽	112
7	26 ▽	94
8	30	123
9	20 ▽	83
10	35	134
➥Giant-size		
11	35 ▽	139
➥Giant-size		
12	15 △	85
13	20 △	86
14	20	85
15	17	72
16	20	72
17	17	77
18	20	88
19	17 ▽	75
20	27 △	117
21	20	83
22	20	79
23	20 ▽	74
➥1st Red Sonja		
24	20	77
25	10 △	41
26	8 ▽	34
27	8 ▽	43
28	8 ▽	35
29	8 ▽	39
30	8	31
31	7 ▽	28
32	7	27
33	7 △	21
34	7	48
35	7	28
36	9	43
37	9	43
38	9	31
39	7	
40	7	21

Auction News

Motion Picture Funnies #1 offered at Heritage

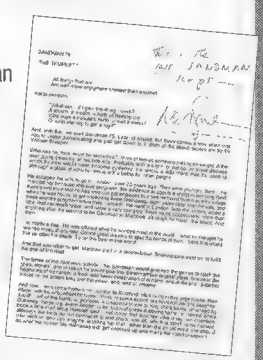
The Heritage Signature Sale Oct. 14-15 will feature the "Pay Copy" of ***Motion Picture Funnies Weekly #1***, CGC-graded 9.0, which carries a pre-auction estimate of $100,000.

"This comic, originally intended to be given away at movie theaters in 1939 as a promotional vehicle but probably not actually distributed outside of a few advance copies, is an exceptionally significant book for several reasons," said Ed Jaster, Director of Acquisitions for HCA. "It contains the first printed, although unreleased, appearance of Bill Everett's Sub-Mariner, predating that character's true introduction later the same year in the pages of Marvel Comics #1. It's also the legendary 'Pay Copy,' in which someone, possibly publisher Lloyd Jacquet, recorded payment information for the various creators that contributed to the book. Finally, this is the highest-graded copy of this comic known to exist."

Sandman #75 script nets hurricane relief

The script to *Sandman* #75, signed by Neil Gaiman as "The last Sandman script," fetched $760 in a September Inkwell auction, with 95% of the proceeds going to the American Red Cross to help with Hurricane Katrina relief efforts.

Other Inkwell auctions included the first All-Star Batman & Robin promotional piece from Jim Lee that realized more than $4,000; the Dave Finch-Danny Miki cover to New Avengers #3 ($1,000); the Richard Corben Punisher: The End cover art ($1,200); Frank Quitely's JLA: Earth 2 graphic novel cover art ($1,925); and a Greg Horn Elektra lithograph ($1,600). Additional auctions for hurricane relief by the comics community are at **www.ebay.com**, keyword Inkwell2005.



• In another Gaiman auction, $2,700 was raised in a "Your name in an upcoming Neil Gaiman book" auction, with 100% of the proceeds going toward the First Amendment Project. "My next novel will be called *The Graveyard Book*," Gaiman wrote in the auction notes. "It's a children's novel, and will be published, er, when it's published. Maybe 2007 or, failing that, 2008. It will have lots of gravestones in it. Your name, or the name of someone you love (who won't mind), can be on a gravestone."

Infinity Gauntlet tie-ins end — Daredevil crossover — Wolverine appears — *Infinity War* tie-ins begin — *Infinity War* tie-ins end — *Secret Defenders* #1 prelude

	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
	DEC 91	JAN 92	FEB 92	MAR 92	APR 92	MAY 92	JUN 92	JUL 92	AUG 92	SEP 92	OCT 92	NOV 92	DEC 92	JAN 93	FEB 93
NM Price	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$3

PRICE GUIDE KEY:
OTHER CGC GRADES

Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4

CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

Decoy: Menagerie

What happens when you combine Eisner Award-winning writers and artists with *Decoy*? That's what Courtney Huddleston asked himself, and, before he could stop, he had assembled a Who's Who of the comics world.

PENNY-FARTHING
WRITERS:
COURTNEY HUDDLESTON, ET AL
ARTISTS:
VARIOUS
Color • 140 Pgs.
$19.95

The resulting collection of stories from creators Fernando Alejandrez, Mitchell Breitweiser, Ed Dukeshire, Joshua Dysart, Mike Garcia, Phil Hester, Huddleston himself, Ben Roman, Rove, Ty Templeton, Ryan Woodward, and Scott Zirkel will keep readers spellbound, as Decoy plays a noir detective, goes science-fiction, heals a girl with a gunshot wound, and plays a clown.

The outstanding story in this volume is "Hard Boiled Private Eye Guy" by Injeikian, Galloway, and Meyers. Drawing from noir classics, Bobby Luck plays a private dick with a green friend. Tessa Moreno hires Luck to crack the case of a sabotaged Pilates facility. Who would have known that trouble travels in twos — as in sisters? "Big Top Decoy" will make readers chuckle, as Lucky becomes a clown, officially.

★★★ **— Tim Lasiuta**

www.pfpress.com
ISBN: 0-9719012-3-6

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Conan the Barbarian CONTINUED		
41	7	26
42-43	7	
44	7	36
45	7	31
46	7	
47	7	17
48	6	19
49	6	22
50	6	
51	5	17
52	5	
53 △	5	21
54	5	
55	5	14
56	5	17
57	5	15
58	5	25
59	5	27
60	5	16
61	5	22
61/30¢	20	
62	5	17
62/30¢	20	
63 ▽	5	13
63/30¢	20	
64	5	
64/30¢	20	
65 △	5	18
65/30¢	20	
66	5	30
67	5	19
68	5	
69 △	5	19
70	5	23
71-74	5	
75	5	16
75/35¢	15	
76	5	15
76/35¢	15	
77	5	21
77/35¢	15	
78	5	
78/35¢	15	
79	5	
79/35¢	15	
80-82	5	
83	5	24
84-93	5	
94-96	4	
97	4	16
98-99	4	
100	6	21
101-274	2	
275	3	
Ann 1	10	41
Ann 2	6 ▽	22
Ann 3	6	26
Ann 4	2	26
Ann 5-12	2	
Special 1	3	
Conan the Barbarian MARVEL, 1997		
1-3	3	
Conan MARVEL, 1995		
1-12	3	
Conan DARK HORSE, 2004		
0	4	
1	10	
CGC 9.8 avg		38
1/2nd	3	
CGC 9.8 avg		23
2	5	
CGC 9.8 avg		27
2/2nd-18	3	
Conan & the Daughters of Midora DARK HORSE, 2004		
1	5	
Conan and the Jewels of Gwahlur DARK HORSE, 2005		
1-3	3	
Conan Saga MARVEL, 1987		
1-74	3	
75	4	
76-97	2	
Conan the Adventurer MARVEL, 1994		
1-14	2	
Conan the Destroyer MARVEL, 1985		
1-2	1	
Conan the King MARVEL, 1984		
20-55	2	
Concrete: The Human Dilemma DARK HORSE, 2005		
1-6	4	
Contest of Champions II MARVEL, 1999		
1-5	3	
Cougar ATLAS-SEABOARD, 1975		
1	5	20
2	3	
Coup D'Etat DC		
Afterword:	1	3
Authority:	1	4
Sleeper:	1	6
CGC 9.8 avg		16
Sleeper: 1/var	10	
Strmwtch:	1	3
Strmwtch: 1/V	7	
Wildcats:	1	5
Wildcats: 1/V	6	
Crazy MARVEL, 1973		
1	16	
2-3	10	
Crazy (mag) MARVEL, 1973		
1	16	53
2	10	
3	10	42
4-5	5	
6-15	3	
16-94	2	
Creatures of the Id CALIBER, 1990		
1	11	36
Creatures on the Loose MARVEL, 1971		
10 ▽	50	144
➥1st Kull; Wrightson		
11-15	15	
Creeps IMAGE, 2001		
1	3	8
2-4	3	
Creepy WARREN, 1964		
1	160	554
2	50	
3	25	91
4	35	141
5	18	119
6	15	
7	22	101
8	15	95
9	45	630
10	20	
11	15	
12	15	62
13	15	
14	22	
15	25	98
16	15	131
17	30	130
18	25	104
19	15	
20	15	60
21-22	12	
23	11	
24	11	112
25	11	38
26	10	
27	10	51
28-31	10	
32	35	
33-35	10	
36	15	
37-38	10	
39-40	7	
41	10	
42-47	6	
48	9	
49	6	
50	12	
51-54	6	
55	9	
56-63	5	
64	5	36
65	8	
66-73	5	
74	10	
75-76	5	
77	10	
78-80	5	
81	5	33
82	5	
83	6	
84	5	
85-87	6	
88-90	5	
91	6	
92-94	5	
95	6	
96-100	5	
101-102	4	
103	6	
104-112	4	
113	7	
114-140	4	
141	5	
142	6	
143-144	5	
145	6	
146	22	
Ann 1971	15	50
Ann 1972	15	
YB '68-70	18	
Crime & Justice CHARLTON, 1951		
1	240	
2	125	
3-5	100	
6-10	80	
11-19	65	
20	50	103
21-23	50	
Crime Does Not Pay LEV GLEASON, 1942		
22	800	
23	525	
24	375	
25-30	225	
31-37	115	
38	115	396
39-41	115	
42	110	
43-50	90	
51-60	65	
61-70	60	
71-80	50	
81-90	42	
91-100	35	
101-110	32	
111-130	30	
131-146	26	
Ann 1944	700	
Ann 1945	600	
Ann '46-9	500	
Ann '50-3	400	
Crime Patrol E.C., 1948		
7	600	
8-9	575	
10	550	
11-14	500	
15	2200	
➥1st Cryptkeeper		
16	1500	
Crime SuspenStories E.C., 1950		
1	800	
1/Variant	1000	
➥#1 marked out		
2	475	
3-5	315	
6-7	235	
8	235	963
9-10	235	
11-12	185	
13	210	
14-15	185	
16	190	
17	235	
➥Frazetta art		
18-19	170	
20	215	
21	115	
22-23	145	
24	115	676
25-27	115	

Morbius appears

Urthona appears

Spot varnish cover

△ #60

DR. STRANGE SORCERER SUPREME

Cover enhancements

All sorts of ideas were tried in the early 1990s to entice browsers to buy more comics. This included extremely dark spot varnish covers for the "Rise of the Midnight Sons" promotion in 1993, which affected all of Marvel's mystical-related titles.

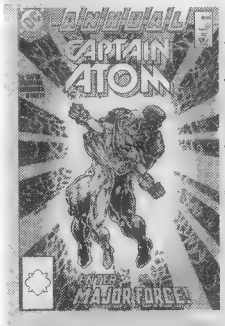
image © 1993 Marvel

	51	52	53	54	55	56	57	58	59	60
NM Price	MAR 93 $2	APR 93 $2	MAY 93 $2	JUN 93 $2	JUL 93 $2	AUG 93 $2	SEP 93 $2	OCT 93 $2	NOV 93 $2	DEC 93 $2

THE BOTTOM LINE

RETROVIEW

Capt. Atom Annual #1 ★★★



DC
1988 • 39 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Broderick

"The Dark Side of the Force"

Major Force is introduced to the world with a bogus cover story, and Captain Atom quits as a military operative.

With an even more implausible cover story than Captain Atom's (Major Force is portrayed as an alien fused with a soldier during a mock battle with Captain Atom) and the groan-worthy title, it's a wonder any readers stayed with the series after this first annual.

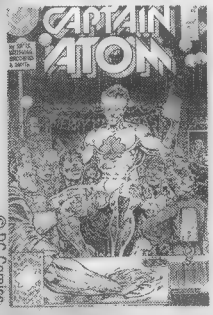
However, readers who were able to overlook the silliness were treated to a fun story, at least the parts in which Captain Atom made his feelings known.

© DC Comics

No CGC copies

Then $1.25 NOW $1

Captain Atom #13 ★★★★



© DC Comics

DC
Mar 1988 • 22 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Broderick

"We Three Kings ..."

On his first day as a free agent, Captain Atom saves a group of homeless from arson.

It's time for some introspection, not only from Captain Atom, but also from General Eiling, Eiling's father, and Adam's son. As a bonus, we meet the man hired to set the fire who learns that his actions have consequences.

Cary Bates and Greg Weisman handle the multiple storylines with ease, shifting the reader from one scene to the next smoothly.

And, long-time Charlton fans get a bonus with the introduction of Eve Eden on the issue's final pages. Who's she? Stay tuned.

We buy copies — Then 75¢ NOW $1

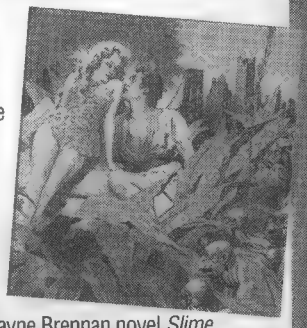
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Crisis on Infinite Earths		
DC, 1985		
1 ▲	5	16
CGC 9.8 avg		46
2	4	10
3	4	17
4	3	13
CGC 9.8 avg		33
5	5	22
6	3	11
7 ▽	5	18
CGC 9.8 avg		69
8	5	20
CGC 9 8 avg		71
9	3	12
10	3	19
11	3	11
12	3	13
Crow		
CALIBER, 1989		
1 ➥Crow origin	22	89
2	12	
3	10	53
4	10	
Crypt of Shadows		
MARVEL, 1973		
1	35	112
2	16	
3	15	
4-5	12	
6-10	10	
11	10	65
12-14	10	
15	8	
16	8	39
17-21	8	
Crypt of Terror		
E.C., 1950		
17	1000	
18	800	
19	750	
CSI: Crime Scene Investigation		
IDEA & DESIGN WORKS, 2003		
1	3	12
1/Variants	3	
Bad Rap: 1-5	5	
Demon: 1-5	4	
NY Bloody: 1	4	
Secret ID: 1-5	4	
Cyblade/Shi		
IMAGE, 1995		
1	6	22
1/Variants	6	
1/Collector's	10	
Ashcan 1	3	
Dagar the Invincible		
GOLD KEY, 1972		
1	16	
2	11	
3-7	7	
8	7	27
9	7	33
10	7	28
11	7	
12-14	5	
15-18	3	
19	2	
Daktari		
DELL, 1967		
1	35	84
2-4	30	
Damn Nation		
DARK HORSE, 2005		
1-3	3	
Dampyr		
IDEA & DESIGN WORKS, 2005		
1-4	8	
Danger Girl		
IMAGE, 1988		
1	5	23
CGC 9.8 avg		69
1/Chromium	8	
1/Mag sized	20	23
1/Tour ed	8	
1/Go-go cover	30	
2	3	
2/Chrome	8	
2/DF	45	
2/Gold	6	
3	3	13
3/Knife cvr	5	
3/"Brim" cvr	3	
4	3	
4/Purple	7	
5	3	
5/DF red	6	
5/DF blue	6	
6	3	
6/DF	15	
6/Gold	5	
7	6	
Ash 1	5	
Ash 1/Gold	6	
SP 1	4	
3-D: 1	5	
Hawaiian: 1	5	
Kamikaze: 1-2	3	
Sketchbook: 1	7	
Viva: 1	5	
Danger Trail		
DC, 1950		
1	875	
2	600	
3 ➥Scarce	1250	
4-5	385	
Daredevil		
MARVEL, 1964		
-1	2	
1 ➥1st Daredevil	3250	11683
2	850	2988
3	550	1934
4	400	1403
5	300	1064
6	225	814
7 ➥1st red costume	675	6567
8	135	626
9 △	135	387
10	135	1034
11	85	361
12	85	
13	85	459
14	85 ▽	322
15	85	314
16 △ ➥Spider-Man app	120	1129
17 ➥Spider-Man app.	120	605
18 ➥1st Gladiator	70	256
19	60	284
20	55	349
21	50	
22	50	182
23	50	
24	50	201
25	50	166
26	50	272
27	50	208
28 ▽	45	161
29	45	177
30	45	204
31	40	
32	40	169
33	40	149
34	40	166
35	40	151
36	40	159
37	40	211
38	40	240
39	40	166
40 ▽	40	126
41	40	110
42	40	107
43 △	45	204
44 ▽	30	99
45 △	30	101
46	30	126
47	30	114
48	30	152
49	30	109
50	33	148
51	33	121
52	33	121
53 ▲	20	109
54	20	163
55	20	138
56	20	88
57	20	104
58	20	122
59	20	94
60	20	90
61	20	75
62	20	90
63	20	90
64	20	
65	20	85
66	20	96
67 ▽	20	86
68	20	81
69	20	112
70	20	76
71	20	
72	17	89
73	17	69
74	17	58
75	17	85
76	17	58
77	17	109
78	17	66
79	17	77
80 ▽	17	81
81 ▽ ➥Giant-size	25	144
82	17	81
83	17	
84	14	
85	14	64
86	14	
87	14	59
88 ▽	14	49
89	14	64
90	14	60
91	14	65
92 ▽	14	62
93	14	75
94 ▽	14	100
95	14	71
96	14	59
97	14	52
98 △	14	53
99	14	73
100 ▽ ➥Origin recap	30	121
101 ▽	8	63
102 ▽	8	50
103	8	43
104 ▽	8	59
105	8	72
106	8	
107	8	52
108	8	33
109	8	62
110	8	39
111	8	37
112 ▽	8	36
113	8	32
114	8	45
115	8	34
116	8	
117	8	30
118	8	34
119	8	22
120	8	28
121	8	30
122	8	
123	8	24
124	8	38
125	8	35
126 ▽	8	36
127	8	34
128	8	24
129 △	8	24
130	8	
131 ➥1st Bullseye	75 ▽	237
132	15	80
132/30¢	20	
133	6	33
133/30¢	20	
134	6	25
134/30¢	20	
135	6	23
135/30¢	20	
136	6	26
136/30¢	20	
137	6	26
138	6	29
139	6	23
140	6	26
141	6	59
142	6	24
143	6	27
144	6	29
145	6	31
146	6	29
146/35¢	15	
147	6	
147/35¢	15	
148	6	14
148/35¢	15	
149	6	29
150	6	33
151	6	22
152	6	28
153	6	20
154	6	
155	6	27
156	6	25
157	6	26
158 ➥Frank Miller starts	50 △	146
159	22	63
160	17 ▽	52
161	17 ▽	51
162	9	41
163	18 ▽	73
164	11	31
165	11 ▽	55
166	11	35
167	11 ▽	27
168 ➥1st Elektra	75 △	212
169	16	50
170	10	27
171	12	63
172	7	38
173	7	20
174	7 △	29
175	7 ▲	27
176	7	35
177	7 ▽	27
178	6 ▽	23
179	6 ▽	24
CGC 9.8 avg		85
180	6 ▽	22
CGC 9.8 avg		49
181	15 ▽	28
CGC 9.8 avg		96
➥Elektra dies		
182	7 ▽	22
CGC 9.8 avg		68
183	7 ▽	21
CGC 9.8 avg		62
184	6 ▽	20
CGC 9.8 avg		70
185	5 ▽	17
CGC 9.8 avg		36
186	6 △	20
CGC 9.8 avg		29
187	5	20
CGC 9.8 avg		42
188	5	24
CGC 9.8 avg		51
189	5	17
CGC 9.8 avg		47
190	5	18
CGC 9.8 avg		35
191	6	12
CGC 9.8 avg		38
192	3	15
193	3	14
194	3	10
195	3	
196	6 ▽	20
CGC 9.8 avg		64
197	3	17
198-199	3	
200	3	21
CGC 9.8 avg		74
201-204	3	
205	4	
206-215	3	
216	3	10
217-218	3	
219	3	15
220-226	3	

Auction News

Finlay paintings surpass $10,000 at MastroNet

A few comics-related pieces fetched impressive high bids at the MastroNet Premier August auction, including:

• The ***Famous Fantastic Mysteries*** **August 1940** cover oil painting by Virgil Finlay, the first of his run of classic paintings for the magazine during the 1940s, features the main characters from the issue's featured novella, George Allan England's "Darkness and Dawn." It sold for $11,166.



• Another Finlay cover, the **March 1953** ***Weird Tales***, is a watercolor-oil that illustrated the Joseph Payne Brennan novel *Slime*. It also commanded $11,166.

• The Norman Mingo "Whistler's Mother" painting to *Mad* #79 sold for $10,189; the first issue of *Amazing Spider-Man* went for $7,929; and a 1987 *Mad* #270 Bruce Springsteen parody cover painting sold for $5,096.

MastroNet's next Premier auction is scheduled for December 2005. Consignments are being accepted. More information or consignment details are available via 630-472-1200 or **www.mastronet.com**.

Dr. Doom, Morbius appear

Goes to $1.95

Hulk appears

Regular and holografix covers exist

	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	JAN 94	FEB 94	MAR 94	APR 94	MAY 94	JUN 94	JUL 94	AUG 94	SEP 94	OCT 94	NOV 94	DEC 94	JAN 95	FEB 95	MAR 95
NM Price	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$3

PRICE GUIDE KEY: OTHER GRADES — **Unslabbed (loose) Very Fine/Near Mint** is **5/6** (83%) of the unslabbed NM price above; **Fine (F)** is **1/3** (33%) of NM; **Very Good (VG)** is **1/5** (20%) of NM; **Very Fine (VF)** is **2/3** (67%) of NM; **Good (G)** is **1/8** (12.5%) of NM

Firestorm
#11-14

Jason Rusch comes face to face — so to speak — with his predecessor in this multi-part arc, concluding both the title's first year and Dan Jolley's tenure as writer, that provides fans of Firestorm's original incarnation a full dose of the original Nuclear Man. Also featuring the character's supporting cast and several of his foes, the story additionally settles (at least for the time being) the fate of Ron Raymond.

DC
WRITER:
DAN JOLLEY
ARTISTS:
JAMAL IGLE, ET AL
COLOR • 32 PGS.@ $2.50@

For a character so long considered the "new kid" among the DC heroes, it was interesting to see Ron in a situation where he was viewed as the veteran, though his old-school approach sometimes conflicted with Jason's often more aggressive methods. Switching between the retro and modern versions of the character, depending on who's in the driver's seat, also served as an interesting visual device that gave long-time fans a welcome glimpse at the original.

Jolley's story is ably served by Jamal Igle's pencils and inkers Rob Stull and Lary Stucker, as well as a guest stint in #11 by Dale Eaglesham and Wade Von Grawbadger.

★★½ — George Nelson

www.dccomics.com

△ #1

DOCTOR STRANGE SORCERER SUPREME

A short flight

After *Doctor Strange: Sorcerer Supreme* folded in 1996, it would be three years before another series bearing the mystic's name came along. The four-issue miniseries, sub-titled "The Flight of Bones," would mark the doctor's last appearance until *Strange* in 2004.

image © 1999 Marvel

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Daredevil CONTINUED		
227	4	17
➥FM Born Again		
228-231	3	
232	3	19
233-237	3	
238	3	11
239-247	3	
248	4	
249	4	15
250	3	
251	5	
252	4	
CGC 9.8 avg		19
253	3	
254	6	28
➥1st Typhoid Mary		
255-257	3	
258	4	
259-287	3	
288	3	30
289	3	
290	3	12
291-295	3	
296-299	2	
300	3	15
301-303	2	
304	3	
305-311	2	
312	3	
313-318	2	
319	5	
320-321	2	
321/Variant	3	
322-324	2	
325	3	
326-349	2	
350	3	
350/Variant	4	
351-374	2	
375	3	
376-379	2	
380	3	
Ann 1	40 △	178
Ann 2-3	9	
Ann 4	6	33
Ann 5	4	
Ann 6-10	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Daredevil MARVEL, 1998		
½	5	18
1	9 ▽	31
CGC 9.8 avg		112
1/Ltd.	50	
1/Variant	11	41
2	5	14
2/Variant	5	
3	4 ▽	14
4	4	17
5	4	
CGC 9.8 avg		48
5/Variant	5	19
CGC 9.8 avg		25
6	3	9
CGC 9.8 avg		31
7	3	
CGC 9.8 avg		31
8-15	3	
16	5	
16/Unlimited	6	
17	3	
17/Unlimited	5	13
➥Newsstand variant		
18-20	3	
20/Unlimited	5	
21	3	
21/Unlimited	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
22	3	
22/Unlimited	5	
23	3	
23/Unlimited	5	
24-25	3	
26	3	11
27-31	3	
32	3	11
33-36	3	
36/No #	5	
➥Newsstand; no #		
37	3	9
37/Unlimited	5	13
➥Newsstand variant		
37/No #	4	
➥Newsstand; no #		
38-56	3	
57	1	
CGC 9.8 avg		14
58-64	3	
65	4	
66-75	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Daredevil: Father MARVEL, 2004		
1	4	
CGC 9.8 avg		21
1/DirCut	3	
Daredevil: Ninja MARVEL, 2000		
1	3	
1/Variant	3	14
2-3	3	
Daredevil: Redemption MARVEL, 2005		
1-6	3	
Daredevil The Man without Fear MARVEL, 1993		
1	4	10
2	4	20
3	4	
4-5	3	
Daredevil: The Target MARVEL, 2003		
1	4	
CGC 9.8 avg		16
Daredevil: Yellow MARVEL, 2001		
1	4	14
CGC 9.8 avg		27
2-6	4	
Daring New Adventures of Supergirl DC, 1982		
1	3	14
2-13	2	
Darkchylde IMAGE, 1997		
0/3 variants	3	
0.5/Variant	3	
1	5	19
1/Am Ent	5	
1/Variant	7	
1/Con.	5	
Dark Horse Presents DARK HORSE, 1986		
1	4	
2-4	3	
5-9	2	
10-16	3	
17	2	
18	3	
19-23	2	
24	6	10
➥1st comics Aliens		

RETROVIEW
Captain Atom #14 ★★★½

"Down Time"

Nightshade and Captain Atom team up to stop the theft of a prototype teleportation device.

OK, so those Charlton fans who remembered Eve Eden last issue figured that her alter-ego, Nightshade, had to come along shortly, right? Of course, if they had also been reading *Suicide Squad* at the same time, they knew it was well.

Just as they did in their Charlton days, Captain Atom and Nightshade make an effective team and here, Cary Bates and Greg Weisman give them even more reason to join forces. She's guarding him. It's effective in more ways than one.

DC
Apr 1988 • 22 pp.
Writer: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Broderick

© DC Comics

No CGC copies — Then 75¢ NOW $1

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
25-27	2	
28	3	
29-31	2	
32	4	
➥Concrete app.		
33-35	3	
36	4	
36/Painted	3	
37-39	2	
40	3	
41-49	2	
50	3	
51	4	18
➥2nd Sin City		
52-53	3	
54	4	
55	2	
56-57	4	
58	2	
59-61	3	
62	3	17
➥All Sin City		
63-66	3	
67	4	
68-79	3	
80	3	8
81-134	3	
135	4	
136-149	3	
150	5	
151-157	3	
Ann '97-00	5	
5th ann.	60	
Dark Knight Strikes Again DC, 2001		
1	3	6
CGC 9.8 avg		20
1/Variant	5	
2	3	
CGC 9.8 avg		18
2/Variant	4	
3	3	
CGC 9.8 avg		16
3/Variant	4	
Dark Mansion of Forbidden Love DC, 1971		
1	125	480
2-4	50	
Dark Mists APCOMICS, 2005		
1-2	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Darkness TOP COW, 1996		
0-½	3	
½/Variant	3	
1	3 ▽	12
11/Chrome	8	
11-24	3	
25	4	
26-27	3	
28	3	8
29-40	3	
Misc. variants (1, 8-11, 20, 25)	3	
Darkness IMAGE, 2002		
1	3	
CGC 9.8 avg		20
2-22	3	
Darkness & Tomb Raider TOP COW, 2005		
1	3	
Darkness: Black Sails IMAGE, 2005		
0	3	
Dark Shadows GOLD KEY, 1969		
1	175	604
1/Variant	25	
2	44	
3	44	191
4	35	102
5	35	
6-7	25	
8	25	61
9-15	25	
16-17	16	
18	16	39
19-20	16	
21-34	14	
35	14	16
Davy Crockett GOLD KEY, 1963		
1	115	413
2	30	
Dawn SIRIUS ENTERTAINMENT, 1995		
½	3	14
CGC 9.8 avg		39

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
½/Variant	5	
1	3	
1/Black	8	
2	3	
2/Mystery	6	
3-6	3	
Dawn: Three Tiers IMAGE, 2003		
1	3	12
2-5	3	
Day of Vengeance DC, 2005		
1	10	
1/Variant	5	
➥2nd printing		
1/3rd variant	6	
2	5	
2/2nd variant	4	
3-4	3	
Dazzler MARVEL, 1981		
1	5	15
CGC 9.8 avg		33
2	2	
3-42	1	
DC Comics Presents DC, 1978		
1	11 ▽	36
2	7	
3	4	
4-5	2	
6	6	
7-9	2	
10-25	2	
26	22	49
➥1st New Teen Titans		
27	3	
28-41	2	
42-43	1	
44	2	
45-46	1	
47	17	26
➥1st Masters Universe		
48-50	1	
51	6	
52	3	
53-71	1	
72	2	
73-76	1	
77-78	3	
79-84	1	

Indicia changes to *Doctor Strange, Sorcerer Supreme*

Mordo appears

	76	77	78	79	80	81	82	83	84	85
NM Price	APR 95 $2	MAY 95 $2	JUN 95 $2	JUL 95 $2	AUG 95 $2	SEP 95 $2	OCT 95 $2	NOV 95 $2	DEC 95 $2	JAN 96 $2

Captain Atom #15 ★★★★

© DC Comics

DC
May 1988 • 22 pp.
Writers: Cary Bates; Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Broderick

"Slugfest"

Major Force returns to "apprehend" Doctor Spectro, only to have Captain Atom butt in.

See kids, this is what happens when you tell lies. One lie turns into two lies turns into more lies and, before you know it, you have to work harder to keep the lies going than if you had just told the truth at the outset.

It's obvious that Cary Bates and, now, Greg Weisman, put plenty of planning into the whole backstory of the Captain Atom project and can keep it all straight, to the delight of readers when General Eiling's latest scheme doesn't go as planned.

 # CGC copies **Then 75¢ NOW $1**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
85	6	
➥Moore Swamp Thing		
86-92	1	
93	2	
94-97	1	
Ann 1-4	3	

DC Countdown
DC, 2005

1	6	
1/2nd	3	
1/DF Ross	25	
1/DF Lee & Ross	50	

DC 100 Page Super Spectacular
DC, 1971

4	175	
5	350	
➥Scarce		
6	165	585
7	60	
8-9	75	
10-13	60	
14	50	
15	50	76
16	50	165
17	50	
18	30	117
19	22	98
20	22	145
21-22	22	

DC Special
DC, 1968

1	60	
2	50	
3	35	
4	25	128
5	25	79
6	20	70
7-10	20	
11	20	110
12-14	20	
15	25	68
16	10	35
17-26	10	
27	10	24
28	10	39
29	10 ▽	53

DC Special Series
DC, 1977

1	10	
2-5	7	
6-8	6	
9	16	
10-14	6	
15	8	27
16	20	70
➥Jonah Hex dies		
17-18	5	
19	6	
20	6	26
21	21	32
➥1st Miller Batman		
22-26	6	
27	18	

DC Special: Return of Donna Troy
DC, 2005

1	8	
➥Inf. Crisis tie		
2	5	
3	3	

DC Super-Stars
DC, 1976

1	10	33
2	5	25
3	5	25
4	2	
5	10 ▽	33
6-7	2	
8	4	
9	2	
10	5	
11	7	39
12-13	2	
14-15	4	
16	3	
17	16	52
➥1st new Huntress		
18	2	

Dead@17
VIPER, 2003

0	27	
1	35	
2	22	
3	10	
4	7	
Saints: 1-4	3	
Revolutn: 1-4	4	
Rough Cut: 1	3	

Deadly Foes of Spider-Man
MARVEL, 1991

1	2	10
2-4	2	

Deadly Hands of Kung Fu
MARVEL, 1974

1	30	98
2	8	
3-5	6	
6-10	5	
11-20	4	
21	3	28
22-30	3	
31	3	25
32-33	3	
Special 1	4	

Dead of Night
MARVEL, 1973

1	35	124
2	12	40
3	8	33
4-10	8	
11	16	70

Deadpool
MARVEL, 1988

-1-0	2	
1	4	
2-4	3	
5-22	2	
23	3	
24	2	
25	3	
26-69	2	
Ann 1998	3	

Deadworld
ARROW, 1986

1	5	27
2-26	3	

Deadworld
IMAGE, 2005

1	4	

Death Dealer
VEROTIK, 1995

1	6	16
2-4	7	

Deathlok
MARVEL, 1990

1	4	6
2-4	4	

Death: High Cost of Living
DC, 1993

1	3	
1/Platinum	6	
2-3	3	
3/Error	4	

Defenders
MARVEL, 1972

1	90 ▽	309
2	35	118
3	50	129
4	26	
5	26 ▽	84
6	16	60
7	16	66
8	30	97
9	16	66
10	65 ▽	228
➥Avengers War		
11	15	64
12	9	29
13	9	44
14	10	35
15	10	40
16	10	43
17-19	7	
20	7	22
21	6	25
22	6	27
23	6	21
24	6	
25	7	26
26-29	7	
30	4	12
31-32	4	
33	4 ▽	13
34	4 ▽	22
34/30¢	20	
35	4	
35/30¢	20	
36	4	60
36/30¢	20	
37	4	5
37/30¢	20	
38	5	24
38/30¢	5	
39	4	
40	4 △	16
41	4	
42	4	18
43-45	4	
46	4	17
47	4	
48	5	22
48/35¢	15	
49	4	
49/35¢	15	
50	4	
50/35¢	15	
51	4	
51/35¢	15	
52	4	
52/35¢	15	
53	4	
54	4	17
55-56	4	
57	4	20
58	4	
59	4	14
60-62	4	
63	5	21
64-71	4	
72	4	18
73-92	4	
93-99	3	
100	3	13
101-152	2	
Ann 1	12 ▽	44

Defenders
MARVEL, 2005

1	5	
2	3	

Defenders
MARVEL, 2001

1	3	
2-11	2	
12	4	

Dell Giants
DELL, 1959

21	105	
22	80	
23	90	
24-25	75	
26	140	
➥Carl Barks art		
27-28	75	
29	90	
30	75	
31	90	
32	65	
33	85	
34	65	
35	95	
36-37	80	
38-39	85	
40	60	
41	85	
42	70	
43	115	
44	85	
45-46	55	
47	60	
48	125	
➥1st Flintstones		
49	75	
50	65	
51-54	40	
55	60	166

Demon
DC, 1972

1	30	112
2	12	51
3	10	39
4	10	
5-6	9	
7	9	34
8-9	9	
10	7	25
11	7	
12	7	48
13	7	35
14-15	7	
16	7	25

Demon
DC, 1990

0	2	
1	4	
2-3	3	
4-10	2	
11	3	
12-18	2	
19	3	
20-42	2	
43	4	
44-45	3	
46-49	2	
50	3	
51	2	
52-54	3	
55-58	2	
Ann 1	3	
Ann 2	12	
➥1st Hitman		

Demon Hunter
ATLAS-SEABOARD, 1975

1	5	

Desolation Jones
DC, 2005

1-2	3	

Destroyer
VALIANT, 1995

0	4	
0/$2.50	10	

Destructor
ATLAS-SEABOARD, 1975

1	10	23
2	7	
3-4	5	

Detective Comics
DC, 1937

0	3	
1	80000	
2	18250	
3	10800	
4-5	6850	
6-7	4450	
8	6500	

Daredevil - Detective $

Auction News

UPCOMING AUCTIONS

Recurring: Heritage Amazing Comics Auction. Conducted online only; auctions close every Sunday at 10 p.m. CST. **www.heritagecomics.com**

September: Hake's #185 auction. Golden and Silver Age comics and memorabilia. Consignment information online. **www.hakes.com**

Sept. 9-10: Heritage September Comics Signature Auction. Signature comics and more. **www.heritagecomics.com**

Sept. 23: Russ Cochran Comic Art Auction #72. **(417) 256-2224** or **ec@gemstonepub.com**

Oct. 1: Chicagolandz ComicCon auction, 7 p.m. @ Hilton Garden Inn, St. Charles, Ill. Vintage comics and collectibles. Info at **(715) 526-9769** or **zurko@frontiernet.net**.

Oct. 14-15: Heritage October Comics Signature Auction. Signature comics and more. Viewing begins Oct. 12; catalog mails Sept. 26. **www.heritagecomics.com**

Nov. 29-Dec. 1: Heritage December Comics Signature Auction. Signature comics and more. **www.heritagecomics.com**

November/December: Hake's #186 auction. Golden and Silver Age comics and memorabilia. Consignment information online. **www.hakes.com**

December: MastroNet Premier auction. Comics, fantasy and comics art, non-sports cards, Americana. Consignments accepted. **(630) 472-1200** or **www.mastronet.com**.

Dec. 9: Russ Cochran Comic Art Auction #73. **(417) 256-2224** or **ec@gemstonepub.com**

Jan. 20-21: Heritage January Comics Signature Auction. Viewing begins Jan. 18; catalog mails Jan. 2. **www.heritagecomics.com**

E-mail us with your free auction listing:
www.megaguide@krause.com

Mordo dies — Published as part of 2nd series — Defenders appear — Trading card — Midnight Sons appear — Paul Chadwick art

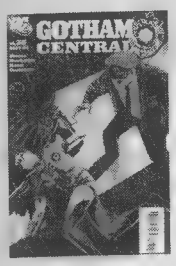
	86	87	88	89	90	Ann. 1	Ann. 2	Ann. 3	Ann. 4	1999 mini-series	1	2	3	4
	FEB 96	MAR 96	APR 96	MAY 96	JUN 96	CA. 76	CA. 92	CA. 93	CA. 94		FEB 99	MAR 99	APR 99	MAY 99
NM Price	$2	$2	$2	$2	$2	$6	$2	$3	$3		$3	$3	$3	$3

PRICE GUIDE KEY:
CGC INDICATORS

▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
◭ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

Gotham Central #33

OK, how do you get a comics reader's attention? Kill the sidekick? What about killing the title character?



DC
WRITERS:
ED BRUBAKER, GREG RUCKA
ARTISTS:
KANO, STEFANO, GAUDINO
Color • 32 Pgs.
$2.50

Apparently, Ed Brubaker and Greg Rucka think this strategy works. Yeah, Robin is shown dead in the first panel and the last. But what happens between is what creates a story that keeps the reader turning the pages.

Who killed Robin? The police think it's Batman because of a batarang, and Batman is bad, right? Problem is, DNA identifies "Robin" as Roger Baumbach from Park Row. Batman says Robin is in Blüdhaven. Who's right? The cop's are suspicious of Batman's hand in the murder of "Robin." As the cops figure out who's next on the list, Batman is caught beating The Penguin.

This story rocks. From the noir art of Kano, Stefano, and Gaudino with its dark, dark overtones, it reeks with atmosphere. The mistrust and fear of Batman oozes from the grimly colored panels.

Is that really Robin at the end? If it is, is he dead? Gonna be some great story coming up.

★★★ **— Tim Lasiuta**

www.dccomics.com

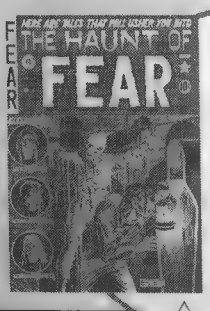
Detective Comics CONTINUED

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
9-17	4350	
18	5000	
19	4150	
20	6300	
21	3250	
22	3950	
23-26	3250	
27	225000	
➥1st Batman		
27/2nd	3	
28	25000	
➥2nd Batman		
29	35000	
➥3rd Batman		
30	7500	
31	27500	
➥Batman vs. the Monk		
32	6000	
33	50000	
➥Batman origin		
34	7500	
35	10000	
36-37	6500	
38	57500	
➥1st Robin		
39	6000	
40	6500	
41	4000	
42-45	3000	
46-50	2000	
51-57	1750	
58	4750	
➥1st Penguin		
59	2000	
60	1750	
61	1500	
62	2250	
63	1750	
64	5000	
➥1st Boy Commandos		
65	2250	
66	4000	
➥1st Two-Face		
67	2000	
68-69	1750	
70-71	1500	
72-75	1250	
76	1500	
77-79	1000	
80	1250	
81-83	1000	
84	900	
85	1250	
86-90	900	
91	1000	
92-98	800	
99	950	
100	1000	
101	700	
102	950	
103-108	625	
109	850	
110-113	625	
114	800	
115-117	625	
118	825	
119	600	
120	800	
➥Penguin app		
121	600	
122	1225	
123	600	
124	800	
125-127	600	
128	800	
129-130	600	
131-136	525	
137	675	
138	925	
➥Robotman origin		
139	500	
140	4000	
➥1st Riddler		
141	575	
142	1250	
➥2nd Riddler		
143-148	575	
149	675	
150	550	
151	600	
152-155	525	
156	625	
157-160	500	
161-167	525	
168	3750	
➥Joker origin		
169-170	500	
171	700	
172-176	500	
177-179	400	
180	450	
181-186	400	
187	425	
188-189	400	
190	600	
191-192	400	
193	450	
194-199	400	
200	575	
201-202	400	
203	450	
204	400	
205	575	
206-210	400	
211	450	
212	400	
213	525	
214-224	375	
225	4500	
➥1st Manhunter		
226	1500	
227-229	500	
230	550	
231	400	
232	300	
233	1250	
➥1st Batwoman		
234	325	
235	600	
236	350	
237-240	300	
241-260	250	
261-264	200	
265	325	
266	200	
267	250	
268-270	200	
271	200	744
272	175	
273	200	
274-280	150	
281-297	125	
298	200	
299-305	100	
306	100	403
307-309	100	
310	100	249
311	125	
➥1st Catman		
312-320	100	
321	100	367
322-323	100	
324	100	408
325	100	411
326	100	
327	200	755
➥New Bat symbol		
328	175	
➥Alfred dies		
329-330	75	
331	65	
332	115	399
➥Joker		
333-340	60	
341	75	
342-349	60	
350	60	157
351	60	
352	60	267
353	75	339
354-355	75	
356	75	261
357	75	162
358	75	
359	350	1267
➥1st Batgirl		
360	65	
361	65	238
362	65	213
363	100	354
➥2nd Batgirl		
364	60	
365	90	379
366-368	60	
369	75	
370	45	168
371	80	295
➥Batmobile		
372-375	50	
376	50	192
377	65	249
378	50	122
379	50	
380	50	160
381-382	40	
383	40	142
384	40	149
385	40	138
386	40	
387	75	280
388	50	211
389	35	150
390	35	
391-393	25	
394	35	121
395	125	453
➥N. Adams art		
396	35	135
397	35	
398-399	30	
400	150 △	905
➥1st Man-Bat		
401	30	
402	55	214
403	35	123
404	35	136
405-406	30	
407	30	175
408	40	173
409	40	162
410	40	144
411	25	
412	25	116
413	25	
414	25	112
415	25	104
416	25	
417	25	101
418	25	94
419	25 ▽	88
420	25	82
421	25	82
422	25	121
423	25	
424	25	83
425	20 △	78
426-427	20	
428	15	49
429	15	
430	15	41
431	15	42
432	15	46
433	15	67
434	15	51
435	15	
436	15	32
437	20	
438	28	107
➥100-page issue		
439	28 △	143
➥100-page issue		
440	28	
➥100-page issue		
441	28	150
➥100-page issue		
442	28	142
➥100-page issue		
443	28	129
➥100-page issue		
444	28	160
➥100-page issue		
445	28	161
➥100-page issue		
446	8	51
447	8	30
448	8 ▽	34
449-450	8	
451	6	21
452-455	6	
456	6	36
457	6	37
458	6	24
459	6	20
460	6	27
461	6	25
462	6	
463	6	30
464	6	
465	6	34
466	9	38
467	9	39
468	9 △	24
469	5	27
470	5	
471	8	33
472	8 ▽	49
473	8 △	37
474	8	56
475	15	76
476	15	60
477	7	30
478	7	33
479	7	22
480	5 △	18
481	7	
482	5	
483	7	35
484	5	
485-486	4	
487	4	20
488-489	4	
490	4	29
491	4	
492	4	18
493-499	4	
500	5 ▲	17
501-503	4	
504	6	
505-523	4	
524	5	
525	4	
526	4 ▽	18
527-531	4	
532	4	12
533-534	4	
535	5	
536-554	4	
555	4	15
556-563	4	

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.



△ #4

THE HAUNT OF FEAR

The headaches of *Haunt*

E.C. started its horror line early in 1950, first with *Vault of Horror* (formerly *War against Crime*), then with *Haunt of Fear*, which initially picked up its numbering from *Gunfighters* to avoid applying for a fresh postal license. The numbering was corrected with #4.

Image © 1950 E.C.

Continued from *Gunfighters*, really numbered #15, 16, 17

Injury to the eye

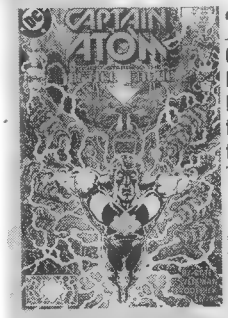
Ray Bradbury story

"Gorilla's Paw"

	1/15	2/16	3/17	4	5	6	7	8	9	10
	MAY 50	JUL 50	SEP 50	NOV 50	JAN 51	MAR 51	MAY 51	JUL 51	SEP 51	NOV 51
NM Price	$2750	$1000	$1000	$750	$550	$425	$400	$400	$400	$375

THE BOTTOM LINE

RETROVIEW
Captain Atom #16 ★★★



DC
Jun 1988 • 22 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Pat Broderick

"The Big Blowout"

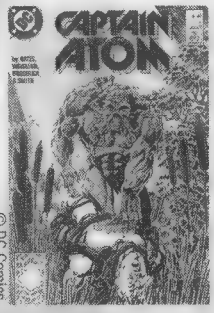
Captain Atom helps The Justice League stop a threat posed by The Red Tornado, who has gone rogue after being turned into an air elemental.

In light of recent events in Louisiana, this issue could be especially scary. Cary Bates and Greg Weisman spend most of the issue in set-up and sub-plots, with the aftermath of the previous issue coming through in Captain Atom's injuries and enough explanations about exactly what Red Tornado has become and the threat he poses to fill an issue of *Who's Who in the DC Universe*. The payoff is coming next issue.

© DC Comics

Then 75¢ NOW $1

Captain Atom #17 ★★1/2



© DC Comics

"Battle beyond the Green"

Swamp Thing forces a truce between Captain Atom and The Red Tornado on an astral plane, while The Justice League works to save the Captain's physical body.

Fans of *Swamp Thing* will have no problem dealing with the concepts covered here, while those unfamiliar with The Green and Swamp Thing's rapport with it may still be confused by issue's end. Throw in appearances by Infinity Inc.'s Brainwave and The New Gods' Black Racer, and new readers will need a scorecard to keep track of everything. While Cary Bates and Greg Weisman try to explain it all in 22 pages, some information is overlooked.

DC
Jul 1988 • 22 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Pat Broderick

CGC copies — **Then $1 NOW $1**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
564	4	17
565-568	3	
569	4	
570	4	15
571	3	
572	4	
573-574	3	
575	4 ▽	17
576	3	
577	3 △	13
578	3	17
579-582	2	
583	2 △	16
584-597	2	
598-600	3	
601-619	2	
620	2	13
621-626	2	
627	3	
628-637	2	
638	2	12
639-655	2	
656-659	3	
660-675	2	
675/Platinum	5	
675/Variant	4	
676	3	
677-682	2	
682/Variant	3	
683-699	2	
700	4	
700/Variant	5	
701-718	2	
719	3	
720	4	
721-722	3	
723-740	2	
741	3	
742-746	2	
747-749	3	
750	5	
751-774	3	
775	4	
776-799	3	
800	4	
801-810	3	
1000000	4	
1000000/Var	15	
Ann 1	5	
Ann 2	4	
Ann 3-7	3	
Ann 8	4	
Ann 9	3	
Ann 10	4	

Detonator
IMAGE, 2005

1-3	3	

Devil Dinosaur
MARVEL, 1978

1	5 △	21
CGC 9.8 avg		75
2	4	
3	3	14
4	3	
5	3	11
6-9	3	

Devil Kids
HARVEY, 1962

1	150	482
2	75	
3	50	
4-5	25	
6-10	20	
11-17	15	
18-20	10	
21-30	8	
31-40	5	
41-60	4	
61-79	3	
80-107	2	

Devil's Rejects
IDEA & DESIGN WORKS, 2005

0/Baby	5	
0/Otis	5	
0/Spaulding	5	
1	4	

District X
MARVEL, 2004

1	4	
2-13	3	

Doc Frankenstein
BURLYMAN, 2004

1	7	
1/Darrow	10	
2	4	
2/Sketch	5	
3	4	
3/Variant	5	

Doc Savage
GOLD KEY, 1966

1	38	

Doc Savage
MARVEL, 1972

1	20	77
2	5	
3-8	3	

Doc Savage (Magazine)
MARVEL, 1975

1	6	
2-5	4	
6-8	3	

Doctor Solar, Man of the Atom
GOLD KEY, 1962

1	150	
2	80	
3	50	
4	60	
5	30	
6-10	25	
11-14	16	
15	20	
16-20	16	
21-27	12	
28-31	4	

Doctor Strange
MARVEL, 1968

169	75 △	265
170	30	114
171	30	118
172	27	102
173	27	113
174	20	65
175	35	138
176	27	117
177	27	
178	27 ▽	92
179	27	112
180	27	122
181	27	99
182	27	
183	27	110

Doctor Strange
MARVEL, 1974

1	25 ▽	88
2	18 ▽	77
3	10	55
4	10	42
5	8	31
6	8	26
7	7	30
8	4	17
9	4	
10	4	31
11	4	24
12-13	4	
13/30¢	20	
14	3	
14/30¢	20	
15	3	
15/30¢	20	
16	3	
16/30¢	20	
17	3	
17/30¢	20	
18-23	3	
23/35¢	15	
24	3	
24/35¢	15	
25	3	
25/35¢	15	
26-81	2	
Ann 1	6	27
Special 1	3	

Doctor Strange
MARVEL, 1999

1-4	3	

Doctor Strange: Sorcerer Supreme
MARVEL, 1988

1	3	
2-14	2	
15	3	
16-49	2	
50	3	
51-74	2	
75	3	
75/Holo-grafix	4	
76-90	2	
Ann 1-4	3	
Ashcan 1	1	

Dogwitch
SIRIUS, 2003

1	6	
2-6	4	
7-17	3	

Donald Duck
DELL, 1952

26	300	
27-29	100	
30-44	65	
45	125	
➥Barks art		
46	175	
➥Barks "Secret"		
47-51	65	
52	150	
➥Barks "Lost"		
53	65	
54	125	
➥Barks Forbid. Valley		
55-58	50	
59-60	125	
➥Barks "Ants"		
61-67	40	
68	100	
➥Barks art		
69-70	40	
71-74	30	
75	30	138
76-84	30	
85-86	25	
87	25	102
88-120	25	
121-135	20	
136-150	15	
151-190	10	
191-210	5	
211-216	3	
217	5	
218-219	10	
220	15	
221	30	
222	175	
223-224	30	
225-228	15	
229-240	8	
241-245	15	
246	17	
247-249	5	
250	8	
251-260	4	
261-279	3	
280-285	2	
286	3	
287-307	2	

Auction News

Biggest 9.8 value fluctuations

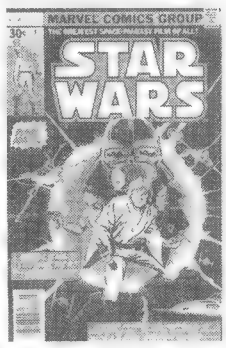
To put the sales of 9.8 comics in perspective, we've created a method to track the changing averages. Below is a chart that shows the value of a 9.8 comic with more than 15 high bids in July, and the amount by which it changed in value compared to June.

BIGGEST INCREASES

Issue	Jul avg	Amt incrs
***Star Wars* #1**	**$371**	**+$50**
Ultimate Spider-Man #6	$215	+$47
Amazing Spider-Man #238	$533	+$31
Ultimate Spider-Man #5	$258	+$29
Incredible Hulk #34	$95	+$27
Batman: The Dark Knight #1	$197	+$26
Amazing Spider-Man #200	$192	+$22
Ultimate Spider-Man #1	$605	+$21
Savage She-Hulk #1	$90	+$20
Batman #608 (2nd print)	$172	+$19
Ultimate X-Men #1	$172	+$18
Ultimate Spider-Man #10	$64	+$17
Daredevil #190	$48	+$13
Uncanny X-Men #142	$258	+$12

BIGGEST DECREASES

Issue	Jul avg	Amt decrs
***Ultimate Spider-Man* (white) #1**	**$728**	**-$249**
Batman #608 (RRP)	$2,404	-$41
Spectacular Spider-Man #1	$222	-$40
Uncanny X-Men #135	$198	-$29
Ultimate Spider-Man (DF) #1	$493	-$28
Uncanny X-Men #141	$313	-$23
Marvel Authentix: Daredevil #1	$84	-$22
Identity Crisis #1 (RRP)	$587	-$22
Uncanny X-Men #127	$226	-$21
Magnus Robot Fighter #1 (Valiant)	$89	-$18
Astonishing X-Men (Cassaday) #1	$135	-$18
Superman #204 (RRP)	$779	-$17
New Avengers (variant) #4	$63	-$17
New Mutants #98	$106	-$16
New Avengers (variant) #3	$102	-$16
Uncanny X-Men #137	$221	-$15
Next Men #21	$275	-$15
Amazing Spider-Man #300	$626	-$15
Astonishing X-Men #1	$33	-$13



Detective - Donald $9

Origin of Old Witch | 1st Grim Fairy Tale | Ray Bradbury story | Ray Bradbury story | "Foul Play!" | Reprint from *Vault* #12 | Snow White story

	11 JAN 52	12 MAR 52	13 MAY 52	14 JUL 52	15 SEP 52	16 NOV 52	17 JAN 53	18 MAR 53	19 MAY 53	20 JUL 53	21 SEP 53	22 NOV 53	23 JAN 54	24 MAR 54
NM Price	$300	$300	$300	$450	$300	$300	$300	$300	$375	$300	$250	$250	$250	$250

PRICE GUIDE KEY: OTHER GRADES **Unslabbed (loose) Very Fine/Near Mint** is **5/6** (83%) of the unslabbed NM price above **Very Fine (VF)** is **2/3** (67%) of NM **Fine (F)** is **1/3** (33%) of NM **Very Good (VG)** is **1/5** (20%) of NM **Good (G)** is **1/8** (12.5%) of NM

Houdini: The Man from Beyond

Every now and then a book comes along that takes your breath away. *Houdini: The Man from Beyond* is that kind of book.

IMAGE
WRITERS:
JEFF PHILLIPS, BRIAN HABERLIN
ARTISTS.
GILBERT MONSANTO, HABERLIN
B/W • 160 Pgs.
$16.95

In the 1920s, Harry Houdini was the most popular magician of his time. Jeff Phillips and Brian Haberlin have taken the death of Houdini on Oct. 31, 1926, and turned it into a suspenseful, entertaining, and thought-provoking adventure through the afterlife and beyond.

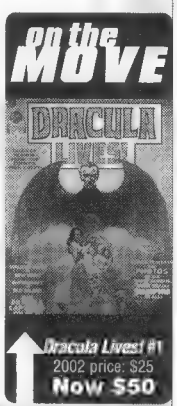
Spending the last part of his life trying to disprove the claims of the occult, Houdini returns three years later from his purgatory to stop the murder of his wife. Inhabiting the body of another man, he encounters Aleister Crowley, one of the best known spiritualists of the day, as well as noted author and spiritualist believer Sir Arthur Conan Doyle.

The art by Haberlin and Gilbert Monsanto is stunning. Choosing sepia instead of black and white or color was inspired. Given the time frame and subject matter, the subdued tones add mood to an already compelling story.

★★★½ — **Tim Lasiuta**

www.imagecomics.com
ISBN: 1-58240-410-0

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Donald Duck Beach Party DELL, 1954		
1	100	
2	65	
3	55	425
4-6	55	
Doom Patrol DC, 1964		
86	135	484
87	70	
88	50	
89	50	152
90	50	
91-98	40	
99	60	
100	75	
101	25	
102	25	100
103-105	25	
106	25	108
107-108	25	
109	25	117
110-113	25	
114	25	125
115-120	25	
121	45	
➥Doom Patrol dies		
122-124	2	
Doom Patrol DC, 1987		
1	3	
2	2	
3	2	17
4-18	2	
19	3	
20-49	2	
50	3	
51-56	2	
57	3	
58-87	2	
Ann 1	1	
Ann 2	4	
Doorway to Nightmare DC, 1978		
1	7	23
2-5	3	
Dracula Lives! (mag) MARVEL, 1973		
1	50	
2-3	30	
4-6	25	
7-9	20	
10	30	
11-13	25	
Ann 1	27 ▽	99
Dream Police MARVEL, 2005 Straczynski series		
1	4	
Dudley Do-Right CHARLTON, 1970		
1	45	155
2	18	
3	12	
4-7	10	
Dynamic Classics DC, 1978		
1	3	18
Dynamo TOWER, 1966		
1	35	
2-3	25	
4	25	163
Dynomutt MARVEL, 1977		
1	10	54
2	5	
3-6	3	
Earth X MARVEL, 1999		
0	5	
0/SketchWiz	5	
0/Sketch	4	
1	5	
1/Variants	5	
2-12	3	
13	4	
Easy Way IDEA & DESIGN WORKS, 2005		
1-4	4	
Eerie WARREN, 1965		
1	175	
2	100	379
3	35	157
4	30	
5	30	81
6	30	110
7	28	109
8-9	28	
10	28	60
11-13	18	
14	18 ▽	53
15-16	18	
17	60	
➥Scarce		
18	18	
19	18	136
20-26	18	
27	18	67
28-35	18	
36	18	50
37-39	18	
40	6	
41-60	12	
61-62	10	
63	10	66
64-67	10	
68	10	53
69-70	10	
71	9	
72	9	83
73	9	50
74-76	9	
77	9	43
78	9	82
79-80	9	
81	70	
➥Frazetta cover		
82-83	9	
84	9	33
85-99	9	
100	9	50
101-139	8	
YB 1970	36	153
YB 1971	25	32
YB 1972	18	
Eightball FANTAGRAPHICS, 1993		
1	10	
2	6	
3-4	5	
5-8	4	
9-15	3	
16	4	
17-18	3	
19	4	
20-21	5	
22-23	3	
80 Page Giant Mag DC, 1964		
1	295	1184
2	150	
3-6	125	
7	150	
8	265	1133
➥Secret Origins		
9-10	125	
11	125	512
12	80	330
13-15	80	
86 Voltz: Dead Girl IMAGE, 2005		
1	6	
Elektra MARVEL, 1995		
1	4	17
2-4	3	
Elektra MARVEL, 1996		
-1	2	
CGC 9.8 avg		28
1	4	16
1/Variant	3	12
2	3	
3	3 ▽	39
CGC 9.8 avg		147
4-19	2	
Elektra MARVEL, 2001		
1	4	
2-3	3	
3/Nude	15	41
4-35	3	
Elektra: Assassin MARVEL, 1986 Miller, Sienkiewicz series		
1	3	14
2-8	3	
Elektra Saga MARVEL, 1984		
1	4	
2	4	20
3-4	4	
Elseworlds 80-Page Giant DC, 1999		
1	110	160
Elsinore ALIAS, 2005		
1-2	3	
Emma Frost MARVEL, 2003		
1	3	
CGC 9.8 avg		33
2-18	3	
Eternal MARVEL, 2003		
1-5	3	
Eternals MARVEL, 1976		
1	10	28
1/30¢	25	94
2	5	16
2/30¢	20	
3	3	12
4-5	3	
6-8	2	
9	2	14
10	2	
11	2	10
12	2	
12/35¢	15	
13	2	
13/35¢	15	
14	2	18
14/35¢	15	
15	2	
15/35¢	15	
16	2	
16/35¢	15	
17-19	2	
Ann 1	3	25
Eternal Warrior VALIANT, 1992		
1	4	11
1/GoldEmboss	35	
1/Gold	20	42
2	3	
3	2	
4	5	
5-7	2	
8	3	
9-21	1	
22	2	
23-25	1	
26	4	
27	1	
27/VVSS	125	
28-29	1	
30-40	2	
41-45	3	
46-49	4	
50	7	
Special 1	4	
YB 1-YB 2	5	
Evil Ernie ETERNITY, 1991		
1	12	150
1/Ltd.	6	



CBG PRICE GUIDE FAQ

Commonly-used abbreviations in the *CBG* price guide include:

Conv: Convention issue.
DF: Dynamic Forces officially licensed autographed comic.
Golden: Golden Record.
VVSS: Valiant Validated Signature Series; comics autographed on the cover by the creators and packaged with a certificate of authenticity.

△ #1

THE HAUNT OF FEAR

Roll out the reprints

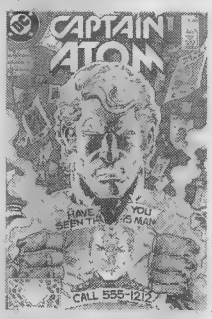
In the early 1970s, a small, somewhat random group of E.C. comics were reprinted, and then, in the early 1990s, after a series of hardcovers were produced by Russ Cochran, individual comics reprints were issued by, first Gladstone, then Cochran.

Image © 1992 E.C., Russ Cochran

Dr. Wertham cameo ▼ Checklist ▼ "Horror We? How's Bayou? ▼ Origin of Old Witch ▼

NM Price	25 MAY 54 $250	26 JUL 54 $250	27 SEP 54 $250	28 NOV 54 $250	Gladstone reprints	1 MAY 91 $3	2 JUL 91 $3	Russ Cochran reprints	1 SEP 91 $2	2 NOV 91 $2

RETROVIEW
Captain Atom #18 ★★★½



"Power Play"

General Eiling is missing and Captain Atom has to decide whether to search for him.

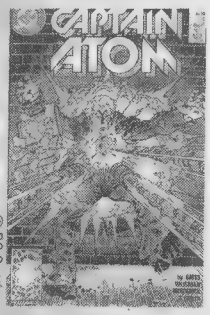
Actually, the good Captain plays only a minor part in this issue, as most of the focus is on the launch of a satellite designed to keep tabs on Major Force. Cary Bates and Greg Weisman spin a terrific tale of intrigue with Eiling and Allard, his aide, attempting to escape from Major Militarius, who, like Doctor Spectro, was part of Captain Atom's "cover story." Dr. Megala comes back into play and establishes a new hold over General Eiling. This is one of the better issues in the series so far.

DC
Aug 1988 • 22 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Broderick, Smith

© DC Comics

Many copies Then $1 NOW $1

Captain Atom #19 ★★★★



© DC Comics

DC
Sep 1988 • 22 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Broderick, Smith

"Life after the Dead"

The drug wars of the 1980s become personal for Captain Atom.

Back in #16, Cary Bates and Greg Weisman introduced Starshine Stone, a dealer in 1960s memorabilia, to the cast, and now her flower-child past has come back to haunt her when her drug-addicted ex-husband comes to her shop looking for money for his next fix.

Captain Atom, who's just been hired at Starshine's store in his civilian identity, helps her deal with her ex's problems and takes it a step further by eliminating a major link in the drug supply chain as Captain Atom. It's a well-done Done in One story that still works today.

No CGC copies Then $1 NOW $1

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
2	5	
3-5	4	
Ewoks MARVEL, 1985		
1	3	
2-8	2	
9	2	15
10-14	2	
Excalibur MARVEL, 1988		
-1	2	
1	3	11
CGC 9.8 avg		27
2-49	2	
50	3	
51-70	2	
71 ➥Hologram cover	4	
72-75	2	
75/Variant	4	
76-81	2	
82	3	
82/Variant	4	
83-99	2	
100	3	
101-124	2	
125	3	
Ann 1	4	
Ann 2	3	
Excalibur MARVEL, 2001		
1-4	3	
Excalibur MARVEL, 2004		
1-13	3	
Excalibur: The Sword Is Drawn MARVEL, 1987		
1	4	14
Exiles MARVEL, 2001		
1	4	15
2-24	2	
25-59	3	
60 ➥Age of Apoc.	5	
61 ➥Age of Apoc.	4	
62-68	3	
Ex Machina DC, 2004		
1	8	
2	4	
3-13	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Expatriate IMAGE, 2005		
1	3	
Fables DC, 2002		
1	4	
CGC 9.8 avg		50
2-6	3	
6/Retailer ed.	15	62
7-40	3	
Castle: 1	5	
Famous First Edition DC, 1974		
F-4 ➥Whiz #2	15	
F-5 ➥Batman #1	13	
F-6 ➥W. Woman #1	10	
F-7 ➥All-Star #3	12	
F-8 ➥Flash #1	9	
C-26 ➥Action #1	10	
C-28 ➥Detective #27	9	
C-30 ➥Sensation #1	10	
C-61 ➥Superman #1	9	
Famous Funnies FAMOUS FUNNIES, 1934		
1	16400	
2	3850	
3	4200	
4	1450	
5	1100	
6-10	825	
11-12	665	
13-17	415	
18	625	
19-20	415	
21-22	365	
23-30	350	
31-38	235	
39-40	215	
41-50	180	
51-60	165	
61-70	145	
71-80	100	
81	85	
82	105	
83-90	85	
91-99	70	
100	75	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
101-106	60	
107	60	182
108	60	130
109-110	60	
111-130	50	
131-142	38	
143	38	104
144-147	38	
148	38	79
149-150	38	
151-190	28	
191-208	25	
209 ➥Frazetta art	550	
210 ➥Frazetta art	550	2213
211-216 ➥Frazetta art	550	
217-218	25	
Fantastic Four MARVEL, 1961		
1 ➥1st Fantastic Four	20000	
1/Golden	70	284
2 ➥1st Skrulls	4500	
3	3000	
4	3500	
5 ➥1st Dr. Doom	5000	
6	2000	
7	1250	
8	1200	
9-10	1150	
11	1000	
12 ➥Thing vs. Hulk	2700	
13	600	
14-19	500	
20	500	2301
21	450	
22-23	250	
24	240	880
25 ➥Avengers app.	550	2005
26 ➥Avengers app.	550	
27	300	
28 ➥X-Men app.	500	
29-31	260	
32	250	1042
33	250	
34	250	1098
35	165	515
36-37	165	
38	165	595
39-40	165	
41	110	401
42-43	110	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
44	85 △	312
45 ➥1st Inhumans	325	1206
46	140	506
47	100	359
48 ➥1st Silver Surfer	460 ▲	1675
49	350	1245
50	400	
51	150	
52 ➥1st Black Panther	300	1034
53	140	511
54	105	376
55 ➥Thing vs. Surfer	210	763
56	100 ▽	387
57	115 ▽	421
58	90	318
59	60 ▽	218
60	65 △	234
61	70	252
62	70	244
63	70	251
64	60 ▽	201
65	55	216
66 ➥1st Warlock	115	424
67	105 ▽	391
68	60 △	224
69	60 ▽	211
70	55 △	213
71	45 ▽	164
72 ➥Silver Surfer app.	100	350
73	80 △	288
74	85 △	313
75	55	209
76	45 △	164
77	50 △	195
78	35 △	121
79	50 ▽	177
80	40	150
81	40	161
82	40 △	144
83	40 ▽	135
84	40 ▽	155
85	40	143
86	50 △	188
87	40 △	134
88	35 △	136
89	35 ▽	133
90	30	118
91	30	124
92	30	109
93	30 ▲	125
94	40 △	134
95	30 △	124
96	30	118
97	25	95
98	25	89
99	30	109
100	70 △	266
101	30	
102	30 △	119
103	30	
104	30 △	137
105	30	126
106	22	81
107	30 △	123
108	22	82
109	20	76
110	20	62
111	20 △	76
112 ➥Thing vs. Hulk	175	658
113	25 △	97
114	27	96
115	25	91
116 ➥52 pages	65	227
117	15	
118	15	59
119	15	58
120	15	101
121 ➥Galactus app.	30 ▽	113
122	45 ▽	171
123	27	107
124	20	66
125	20	57
126	30	103

Grading Counter

Top Golden Age titles slabbed

This month, we'll take an era-by-era look at the most-submitted issues to Comics Guaranty LLC (CGC) for grading and slabbing, beginning with the Golden Age.

The Dark Knight is far and away the leader. Surprisingly, Superman titles rank relatively low on the list.

Issue	Submissions
Mad #1	114
Batman #1	86
Superboy #1	77
Four Color #386	71
Batman #5	68
Batman #23	66
Batman #3	62
Batman #4	62
Batman #100	60
Batman #6	60
Captain America Comics #1	60
Mad #2	59
Batman #11	58
Superman #53	58
Thing #16	55
Batman #47	54
Batman #9	54
Detective Comics #225	54
Batman #19	53
Batman #24	53
Sub-Mariner Comics #1	53
Batman #40	52
Superman #4	52
Superman #9	52
All-Flash #1	51
Mighty Midget Comics #11	51
Strange Adventures #1	51
Superman #76	51
Wonder Woman #1	51
Batman #16	50
Batman #7	50
Superman #100	50
Superman #11	50
Superman #3	50
Batman #10	49
Batman #25	49
Batman #20	48
Batman #27	48
Superman #1	48
Batman #2	47
Batman #28	47
Batman #38	47
Batman #8	47
Mighty Midget Comics #12	47
World's Best Comics #1	47
Batman #14	46

— Greg Holland

Source: Comics Guaranty LLC data as of 9/21/05.

68-page giants; $2 each

Begins reprinting in order

1st Old Witch

Origin of E.C. horror

John Collier-inspired story

Mummy story

	3	4	5	Cochran reprints	1	2	3	4	5	6	7	8	9	10
NM Price	JAN 92 $2	MAR 92 $2	MAY 92 $2	2nd series	NOV 92 $2	FEB 93 $2	MAY 93 $2	AUG 93 $2	NOV 93 $2	FEB 94 $2	MAY 94 $2	AUG 94 $2	NOV 94 $2	FEB 95 $2

PRICE GUIDE KEY: OTHER CGC GRADES **Slabbed CGC 9.8 (NM/M)** is **3 times** the CGC 9.4 price above **CGC 9.0 (VF/NM)** is **2/5 (40%)** of CGC 9.4 **CGC 9.6 (NM+)** is **1.5 times** CGC 9.4 **CGC 8.0 (VF)** is **1/5 (20%)** of CGC 9.4

Hunter-Killer #1

The premise is a world in which super-humans walk the Earth but are not known to the mainstream world. These Ultra-Sapiens must be monitored to protect the safety of the planet. A group called the Hunter-Killers is given the job of protecting the Earth, when one of these Ultra-Sapiens goes rogue and poses a threat.

IMAGE
WRITER:
MARK WAID
ARTIST:
MARK SILVESTRI
COLOR • 32 PGS.
$2.99

This official first issue continues the action from the 25¢ #0 issue, but, if you missed reading that, don't worry: There's a handy recap to catch you up.

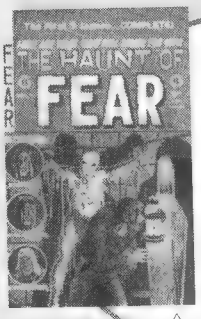
In this issue, The Hunter-Killers locate and pursue the catalog they've been looking for that will tell them the whereabouts of all the other rogues and allow them to hunt and kill every one. Their mission goes better than expected, and the catalog is captured, opening many directions for future stories to head.

Mark Waid and Mark Silvestri have ratcheted up the quality of this series.

Waid offers no shortage of action and intrigue with his scripts, which are brought to dynamic life by Silvestri.

★★★ — Ian M. Feller

www.imagecomics.com



△ Ann. 1

THE HAUNT OF FEAR

Collected reprints

Not satisfied with hardcover albums and individual reprints of E.C. comics? Then try Russ Cochran's Annuals on for size. Collecting several issues of each of his reprint titles in one fell swoop, the annuals were a great way to sample a given title.

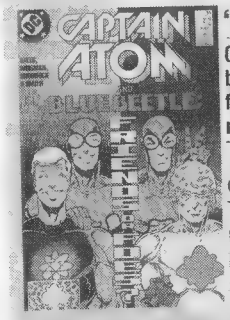
Image © 1996 E.C., Russ Cochran

THE BOTTOM LINE

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Fantastic Four CONTINUED		
127	35	119
128	30 ▽	98
129	25 △	95
130	15 ▽	69
131	15	49
132	15 ▽	63
133	12	51
134	12 △	52
135	12	45
136	12 ▽	52
137	12	61
138	12 △	58
139	12	42
140	12 ▽	52
141	12	44
142	12 △	67
143	12	29
144	12	42
145	12 ▽	52
146	10 ▽	40
147	15	65
148	10	38
149	10 ▽	39
150	10	47
151	10 ▽	27
152	10	35
153	10	42
154	10 △	34
155	15 △	66
156	12 △	47
157	12 ▽	44
158	12	41
159	10 △	36
160	10	36
161	10 ▽	38
162	10	37
163	10 ▽	40
164	9 ▽	32
165	7	24
166	10 △	44
167	15	67
168	10	41
169	10	46
169/30¢	20	
170	10	42
170/30¢	20	
171	6	
171/30¢	20	
172	6	30
172/30¢	20	
173	6	31
173/30¢	20	
174	6 ▽	33
175	6 ▽	31
176	6	27
177	6	28
178	6	31
179	6	32
180	6	20
181	6	24
182	6	28
183	6	21
183/35¢	15	
184	6	21
184/35¢	15	
185	5	19
185/35¢	15	
186	5	19
186/35¢	15	
187	5	
187/35¢	15	
188	5	26
189	5	26
190	5 △	27
191	5	21
192	5	19
193	5	35
194	5	18
195	5	19
196	5	
197	5	17
198	5	33
199	5	
200	5 ▽	32
201	4	
202	4	16
203	4	17
204	4	
205	4	19
206	4	
207	4	23
208	4	23
209	4	19
210	4	20
211-212	4	
213	4	17
214	4	
215	4	18
216-226	4	
227	4	13
228-231	4	
232	4	15
CGC 9.8 avg		34
➥Byrne script/art begins		
233-235	4	
236	4	16
237	4	
238	4	18
239	4	
240	3	15
241-245	3	
246	3	16
247	3	
248	3	11
249	3	
250	3 △	18
CGC 9.8 avg		34
251	3	
CGC 9.8 avg		24
252-255	3	
256	3	
CGC 9.8 avg		32
257-260	3	
261	3	
CGC 9.8 avg		25
262-68	3	
269	3	
CGC 9.8 avg		24
270	3	
CGC 9.8 avg		27
271	3	
CGC 9.8 avg		27
272	4	
273-277	3	
278	3	18
279-285	3	
286	3	32
287-295	2	
296	3	
297-299	2	
300	3	
CGC 9.8 avg		25
301-318	2	
319	3	
320-346	2	
347	3	12
348	3	18
349-350	3	
351-357	2	
358	3	
359-370	2	
371	3	
CGC 9.8 avg		25
372-374	1	
375	3	
376-378	1	
379-380	2	
381	3	

RETROVIEW

Captain Atom #20 ★★★



DC
Oct 1988 • 22 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pablo Marcos
Inks: Frank McLaughlin
Cover: Broderick, Smith

"The Silver Lie"

Captain Atom uses a fabricated case-book to get Blue Beetle to help him follow a fresh lead into clearing his name.

It's time to bring in more elements of the Charlton *Captain Atom* series. This time, Cary Bates and Greg Weisman weave Dan Garrett, the original Blue Beetle, into Captain Atom's backstory. The connection is fun but jarring, as the flashbacks jump into the ongoing story with Ted Kord, the current Blue Beetle, teaming with Captain Atom to maintain the fabricated "tradition." And, as expected, yet another chance to clear Nathaniel Adam's name goes up in smoke.

© DC Comics

Graphic copies — Then $1 NOW $1

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
382	2	
383-387	1	
387/Variant	3	
388-394	2	
394/Collector's	3	
395-398	2	
398/Variant	3	
399	2	
399/Variant	3	
400	4	
401-415	2	
416	4	
500	4	16
CGC 9.8 avg		35
500/Collector's	4	
501	2	
502	5	
503-508	3	
509	2	
510-513	3	
514-516	2	
517-526	3	
527	7	
➥Straczynski starts		
527/Variant	4	
527/DirCut	5	
527/Conv	7	
528-529	3	
Ann 1	900	3939
Ann 2	500	2014
Ann 3	175	
Ann 4	90	402
Ann 5	60	239
Ann 6	40	
Ann 7	18	
Ann 8	18	74
Ann 9	10	
Ann 10	8	
Ann 11	6	36
Ann 12	5	18
Ann 13	5	18
Ann 14	5	
Ann 15	3	
Ann 16	3	3
Ann 17-27	3	
Special 1	2	
Ashcan 1	1	

Fantastic Four
MARVEL, 1996
(#s) pick up from v1

1 (417)	4	16
1/Variant	3	
1/Gold	4	
2-11	2	
12	3	
13	2	

Graham Ingels cover

Fantastic Four
MARVEL, 1998
(#s) pick up from v2

1 (430)	3	8
1/Variant	4	34
2-5	3	
6-24	2	
25	3	
26-34	2	
35	3	
36-49	2	
50-51	4	
52	2	
53	3	
54	4	
55-59	2	
60	1	
61-70	2	
Ann 1998	5	
Ann 1999	4	
Ann 2001	3	

Fantastic Four: Foes
MARVEL, 2005

1-6	3	

Fantastic Four: House of M
MARVEL, 2005

1	5	
1/Variant	4	
➥2nd print		
2	3	

Fantasy Masterpieces
MARVEL, 1966

1	75	278
2	35	
3	30	
4	30	58
5-6	30	
7	30	73
8	30	
9	30	111
10	35	38
11	35	56

Fantasy Masterpieces
MARVEL, 1979

1	6	
2	4	
3-10	3	
11-14	2	

Goes to $2.50

Fantasy Quarterly
INDEPENDENT PUB.
SYND., 1978

1	55	113

Fathom
ASPEN, 2005

1	5	
1/A cover	4	
1/B cover	5	
2-3	3	

Fathom
IMAGE, 1998
Michael Turner series

0	3	20
CGC 9.8 avg		22
0/DF	15	
0/Conv	10	
½/Gold	5	
0/DF	15	
0/Conv	10	
0	3	20
1	3	24
1/All versions	3	
1/Ltd	115	
2	3	13
2/Museum	100	
3-8	3	
9	3	20
CGC 9.8 avg		32
9/Holofoil	8	
9/Platinum	7	
9/Aspen	5	
9/Green foil	9	
10	3	
10/DF cert.	5	
11	3	
12	3	25
CGC 9.8 avg		28
12/Variants	5	
12/Gold	8	
13	3	
13/DF cert.	5	
13/DF gold	15	
13/DF blue	15	
14	3	
14/Pittsbrgh	6	

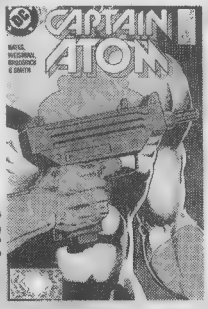
Bradbury's "The Black Ferris"

Fathom: Beginnings
ASPEN, 2003

1	3	22
1/Conv	6	

	11	12	13	14	15	16	17	18	19	20
	MAY 95	AUG 95	NOV 95	FEB 96	MAY 96	AUG 96	NOV 96	FEB 97	MAY 97	AUG 97
NM Price	$2	$2	$2	$2	$2	$3	$3	$3	$3	$3

Captain Atom #21 ★★★



© DC Comics

DC
Nov 1988 • 22 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Steve Mitchell
Cover: Uncredited

"The Captain's Word Is Law!"

Hired as a mercenary, Captain Atom creates an international incident in a South American country.

What for most of the issue reads like an unused plot from *G.I. Combat* or *Soldier of Fortune* resolves itself into the first part of a two-part story when Captain Atom is forced to use his quantum powers to escape from communist forces and their super-powered mercenary Plastique.

It's obvious that Cary Bates and Greg Weisman have big plans for Plastique, as they keep mentioning her reluctance to commit crimes and her interest in Captain Atom.

Where will it all end? Keep reading.

No CGC copies — Then $1 NOW $1

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Fathom: Cannon Hawke ASPEN, 2004		
0	6	
0/DF	15	
0/Conv	10	
Fathom: Cannon Hawke: Beginnings ASPEN, 2004		
1	5	
1/Conv	10	
Fathom: Dawn of War ASPEN, 2004		
0	5	
1	7	
1/Jay	10	
2	4	
2/Conv	10	
3	4	
Fathom : Killian's Tide IMAGE, 2001		
1-4/Reg	3	
1-4/Variants	3	
Fathom Swimsuit Special IMAGE, 1999		
1-2000	3	
2002	8	
Fear MARVEL, 1970		
1	95	329
2	30	
3	15	48
4	15	61
5	20	72
6-9	15	
10 ➡Man-Thing starts	35 △	118
11	18	79
12	12	42
13	9	33
14	9 ▽	36
15	9	51
16	9	50
17	11	46
18	9	33
19 ➡1st Howard Duck	25	119
20 ➡Morbius begins	18	82
21	7	36
22	7	28
23	7 △	33
24 ➡Blade app.	12	52
25	8	39
26-29	7	
30	9	51
31	7	
Felix's Nephews Inky and Dinky HARVEY, 1957		
1	45	109
2-7	24	
15 Minutes SLAVE LABOR, 2004		
1-3	4	
Fight Comics FICTION HOUSE, 1940		
1	3500	
2	1250	
3	650	
4	600	
5	500	
6-10	450	
11-14	425	
15-16	500	
17-18	425	
19	450	
20-30	350	
31-40	200	
41-49	175	
50	175	530
51-52	125	
53	125	448
54-60	125	
61-86	100	
Fighting American HARVEY, 1966		
1	20	79
Firebreather: Iron Saint IMAGE, 2005		
1	7	
Firestorm DC, 1978		
1	7	32
2-5	2	
Firestorm DC, 2004		
1	5	34
2-5	3	
6 ➡Identity Crisis tie	5	
7-16	3	
Firestorm Nuclear Man DC, 1987		
65-99	1	
100	3	
Ann 5	1	
1st Issue Special DC, 1975		
1	7	27
2	5	19
3-4	4	
5	4	17
6	4	
7	4	20
8 ➡Warlord	15 ▽	40
9-12	4	
13	5	
Flash DC, 1959		
105	6500	
106	2000	
107	1000	
108	850	
109	650	
110 ➡1st Kid Flash	1500	
111	450	
112 ➡1st Elong. Man	600	
113	550	
114	275	
115	350	
116	250	
117	300	
118-120	250	
121-122	200	
123 ➡1st Earth-2	1500	
124-128	150	
129 ➡GA Flash app.	325	
130	150	15
131-136	125	
137 ➡GA Flash app.	475	
138-140	125	
141	150	
142	125	518
143	125	
144	125	381
145	125 ▽	390
146-148	100	
149	100	354
150	100	
151	80	292
152	65	232
153	65	
154-156	60	
157	60 ▽	204
158	60	
159	75	268
160 ➡Giant-size	90	330
161-164	50	
165	70	261
166	50	
167	50	163
168	95	340
169 ➡Origin of Flash	70	178
170-174	50	
175 ➡Race w/Superman	175	682
176	40	177
177	40 ▽	113
178-179	40	
180	50	198
181	35	101
182-183	35	
184	35	171
185-186	35	
187	40	276
188-189	35	
190	35	142
191	35	
192-193	25	
194	25	174
195	25	
196	40	
197-198	25	
199	25	100
200	25	
201-202	20	
203	20	102
204	20	
205	20	170
206	20	
207-208	17	
209	17	63
210	17	60
211	17	
212	17	53
213	17	101
214	17	
215	17	153
216	17	68
217	17	
218	17 △	83
219	17	73
220	15	
221	15	61
222	15	57
223-226	15	
227	15	49
228	15	35
229	30	109
230	15	
231	15 ▽	37
232 ➡100-page issue	30 ▽	106
233-234	10	
235	10	33
236	10	38
237	10	
238-241	7	
242	7	24
243-245	7	
246	7 ▽	46
247-262	7	
263	7	13
264-270	7	
271-273	4	
274	4	20
275	4	29
276-288	4	
289	5	
290-299	3	
300	5	
301-304	3	

Hansel and Gretel story

Cannibalism story

Grading Counter

Top Silver Age titles slabbed

Fantastic Four #48 still leads the way in the number of Silver Age issues submitted for grading and slabbing, but *Iron Man* #1 is coming on fast. Not surprisingly, Amazing Spider-Man sets the page for all categories in the sheer number of submissions.

Issue	Submissions
Fantastic Four #48	1053
Iron Man #1	1000
Amazing Spider-Man #1	942
X-Men #1	909
Amazing Spider-Man #14	867
Daredevil #1	830
Conan the Barbarian #1	802
Amazing Spider-Man #100	793
Silver Surfer #1	770
Incredible Hulk #102	743
Amazing Fantasy #15	710
Captain America #100	707
Amazing Spider-Man #50	680
Avengers #4	635
Silver Surfer #4	610
Sub-Mariner #1	584
Amazing Spider-Man #40	542
Avengers #1	517
Nick Fury, Agent of S.H.I.E.L.D. #1	494
Iron Man and Sub-Mariner #1	473
Amazing Spider-Man #39	456
Fantastic Four #1	455
Amazing Spider-Man #10	440
Amazing Spider-Man #3	438
Amazing Spider-Man #19	437
Amazing Spider-Man #6	427
Amazing Spider-Man #2	426
Amazing Spider-Man #9	420
Amazing Spider-Man #17	419
X-Men #2	417
Amazing Spider-Man #5	403
Tales of Suspense #39	397
House of Secrets #92	391
Amazing Spider-Man #8	388
Amazing Spider-Man #64	383
Amazing Spider-Man #33	374
Amazing Spider-Man #4	374
Iron Man #2	371
Amazing Spider-Man #18	366
Amazing Spider-Man #98	363
Amazing Spider-Man #23	358
Amazing Spider-Man #28	354
Amazing Spider-Man #42	354
Captain Marvel #1	354
Amazing Spider-Man #20	353
Amazing Spider-Man #97	353

— Greg Holland

Source: Comics Guaranty LLC data as of 9/21/05.

Fantastic Flash $

	21	22	23	24	25	26	27	28	Ann. 1	Ann. 2	Ann. 3	Ann. 4	Ann. 5
	NOV 97	FEB 98	MAY 98	AUG 98	NOV 98	FEB 99	MAY 99	AUG 99	CA. 96	CA. 96	CA. 96	CA. 96	CA. 96
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$9	$10	$11	$11	$12

Collects #1-5 | Collects #6-10 | Collects #11-15 | Collects #16-20 | Collects #21-25

$9

PRICE GUIDE KEY: CGC INDICATORS
▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
▲ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

The Imaginaries #2

Walking around a cartoon town in his "Clark Kent" alter ego, a lost hero named George wonders what the rules are in a strange land policed by menacing teddy bears. Luckily, a talking mouse named Melee decides to be his guide to the "Imagined Nation." An animated movie character of the silent era, Melee became real when a child wished it so. But, eventually forgotten by his companion, Melee, too, was relegated to this dimension of discarded playthings.

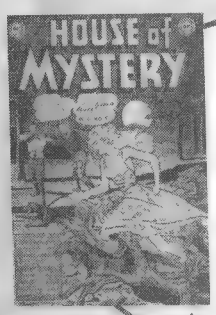
ALIAS
WRITER:
MIKE MILLER, BEN AVERY
ARTIST:
GREG TITUS
COLOR • 32 PGS.
$2.95

After George catches a brief cyber-glimpse of Tanner, his teenage creator, he transforms into Superhero G to stand up against the omnipresent bear bullies. But will the agents of the Ice Queen succeed in quieting this hero and exiling him to the Desert Lands?

Ironically, this well-drawn series champions the ideal of creativity while borrowing from *Who Framed Roger Rabbit, Toy Story 2,* "Rudolph the Red-Nosed Reindeer," and Superman, among others. Opposing the "disposability" and short attention spans of pop culture, it will be challenging to create a lasting storyline from an amalgam of admittedly second-hand characters.

★★★ — **Oliver Chin**

www.aliasenterprises.com



△ #1

HOUSE of MYSTERY

It's a mystery!

Beginning in 1951, DC got into the horror comics craze with *House of Mystery,* its longest-running series devoted, for the most part, to the supernatural. (There's a point where super-heroes rule the roost, and we'll get to that.) It ran for more than 30 years.

image © 1951 DC

THE BOTTOM LINE

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Flash CONTINUED		
305-306	4	
307-349	3	
350	7	20
Ann 1	400	
Flash DC, 1987		
0	4	16
1	5	20
2-20	3	
21-49	2	
50	3	
51-78	2	
79	3	
80	2	
80/Variant	3	
81-90	2	
91	4	
92	8	
➥1st Impulse		
93	5	
94-95	3	
96-99	2	
100	3	
100/Variant	4	
101-149	2	
150	3	
151-199	2	
200	4	
201-206	2	
207	5	
CGC 9.8 avg		30
208	5	
CGC 9.8 avg		20
209	5	
CGC 9.8 avg		19
210	5	
CGC 9.8 avg		18
211-213	2	
214	6	
➥Identity Crisis tie		
215	5	
➥Identity Crisis tie		
216	6	
➥Identity Crisis tie		
217	5	
➥Identity Crisis tie		
218	4	
219	9	
➥Int. Crisis tie		
220	6	
221	5	
222-223	4	
224	2	
1000000	3	
Ann 1	5	
Ann 2-4	2	
Ann 5-7	3	
Ann 8	4	
Ann 9	3	
Ann 10-11	4	
Ann 12	3	
Ann 13	4	
Giant 1-2	5	
Special 1	4	
TV 1	4	
Flash Comics DC, 1940		
1	70000	
➥1st Flash, Hawkman		
2	8000	
3	5500	
4	4500	
5	3500	
6	5000	
		74500

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
8	3000	
9-10	3250	
11-21	2000	
22	1750	3817
23	1750	
24	2000	
25-40	1000	
41-50	900	
51-61	800	
62	1000	
➥Kubert Hawkman		
63-66	700	
67-69	650	
70	600	2175
71-72	600	
73	600	1713
74	600	
75	600	2125
76	600	
77-79	550	
80	550	1925
81-85	550	
86	2250	
➥1st Black Canary		
87	875	
88-91	900	
92	3000	
➥1st solo Bl. Canary		
93	1000	2413
94-99	1000	
100	2500	
➥Scarce		
➥Scarce		
101-102	2250	
➥Scarce		
103	2500	
➥Scarce		
104	7000	
➥Flash origin recap		
Flash Gordon KING, 1966		
1	50	92
2	30	
3-7	24	
8	24	41
9-10	32	
11	20	
12	22	
13	18	
14-18	14	
19	10	
20-23	6	
24	5	
25-29	4	
30	8	
30/50¢	4	
31-37	3	
Flintstones CHARLTON, 1970		
1	36	133
2	22	
3-5	14	
6-10	9	
11-20	7	
21-30	5	
31-50	4	
Fly Man ARCHIE, 1965		
32	32	116
33-34	20	
35	16	64
36-39	16	
FOOM Magazine MARVEL, 1973		
1	45	
2	30	
3-4	25	
5-20	20	
21	25	
22	40	71
Forbidden Tales of Dark Mansion DC, 1972		
5	35	
6	17	64

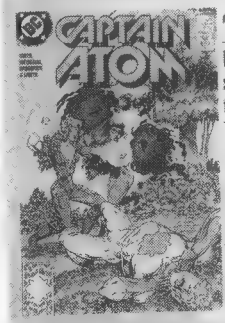
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
7	17	
8	12	
9	12	42
10-14	10	
15	15	69
Forever People DC, 1971		
1	35	128
2	20	42
3-5	18	
6	14	
7	14	69
8	14	61
9	14	
10	14	22
11	14	
Forgotten Realms: Homeland DEVIL'S DUE, 2005		
1	5	
1/Variant	9	
1/Conv	10	
2	5	
2/Variant	9	
Four Color Comics DELL, 1939		
1	7250	
2	1500	
3	750	
4	9000	
5	650	
6	1500	
7	425	
8	750	
9	630	
10	425	
11	385	
12	550	
13	1500	
14-15	400	
16	9800	
17	2000	
18-19	400	
20	300	
21	675	
22-23	325	
24	400	
25	750	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Four Color Comics DELL, 1942		
Selected issues		
1	550	
9	9000	
➥1st Donald Duck		
10	800	
16	725	
➥#1 in later series		
27	950	
➥Micky Mouse #1		
29	6200	
➥2nd Donald Duck		
33	775	
➥Bugs Bunny #1		
38	1440	
➥Roy Rogers		
48	925	
➥Porky Pig #2		
49	710	
➥Disney Snow White		
62	2550	
➥Donald Duck		
71	870	
➥3 Caballeros		
74	1100	
➥Little Lulu		
79	1150	
➥Mickey Mouse		
108	1650	
➥Donald Duck		
134	625	
➥Tarzan		
135	240	
147	770	
➥Donald Duck		
148	640	
➥Pogo		
159	800	
➥Donald Duck		
161	475	
➥Tarzan		
178	2875	
➥Donald Duck		
189	800	
➥Donald Duck		
199	775	
➥Donald Duck		
203	675	
➥Donald Duck		
223	930	
➥Donald Duck		
228	260	
238	710	
➥Donald Duck		
248	165	
256	485	
➥Donald Duck		
263	435	
275	415	
➥Donald Duck		
282	400	
➥Donald Duck		
285	200	
291	375	
➥Donald Duck		
292	260	
300	375	
➥Donald Duck		
308	335	
➥Donald Duck		
318	335	
➥Donald Duck		
328	335	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
➥Donald Duck		
331	155	
341	150	
367	330	
➥Donald Duck		
368	250	
➥Beany & Cecil		
375	260	
➥John Carter of Mars		
378	220	
381	185	
386	1050	
➥Uncle Scrooge		
394	155	
400	165	
408	350	
➥Donald Duck		
414	175	
422	335	
➥Donald Duck		
425	175	
434	200	
437	175	
438	150	
448	165	
456	650	
➥Donald Duck		
479	200	
488	165	
495	515	
➥Donald Duck		
496	300	
➥Green Hornet		
497	180	
535	470	
➥I Love Lucy		
538	165	
559	340	
➥I Love Lucy		
574	165	
596	375	
➥Turok		
617	155	
631	165	
656	200	
➥Turok		
659	45	179
709	225	
➥The Searchers		
721	165	
➥Capt. Kangaroo		
732	150	
735	200	
➥Crusader Rabbit		
790	175	
➥Wings of Eagles		
826	225	
➥Spin and Marty		
878	225	
➥Peanuts		
882	165	
892	200	
➥Maverick		
905	200	
➥Annette		
912	190	
➥Leave It to Beaver		
944	165	
➥Sinbad		
956	180	
➥Ricky Nelson		
969	165	

RETROVIEW

Captain Atom #22 ★★★



DC
Dec 1988 • 22 pp.
Writers: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Bob Smith
Cover: Broderick

"Captain Atom Goes to War!"

Nightshade goes to South America to stop Captain Atom's interference only to learn that he's got a plan.

As 1988 drew to a close, Cary Bates and Greg Weisman put another morality play into motion, this time with a look at third-world conflicts and Captain Atom's simplistic solution of stopping such conflicts by completely disarming both sides. Unfortunately, it's a solution destined to fail, as Captain Atom, Plastique, and Nightshade all learn by issue's end.

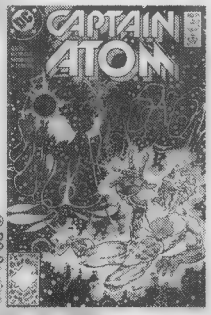
The political manipulations between General Eiling and The Suicide Squad's Amanda Waller are well-handled.

© DC Comics

Average copies — **Then $1 NOW $1**

	1 DEC 51	2 FEB 52	3 APR 52	4 JUN 52	5 AUG 52	6 SEP 52	7 OCT 52	8 NOV 52	9 DEC 52	10 JAN 53
			"The Dummy of Death"		"I Was a Witch"			"Tattoos of Doom"		"Wishes of Doom"
NM Price	$2000	$850	$600	$450	$450	$350	$350	$350	$350	$350

Captain Atom #23 ★★★



© DC Comics

DC
Ca. 1988 • 22 pp.
Writer: Cary Bates, Greg Weisman
Pencils: Pat Broderick
Inks: Romeo Tanghal
Cover: Broderick, Bob Smith

"Prey for the Dead"

The Ghost returns from the quantum field with Captain Atom's "help."

While Cary Bates and Greg Weisman attempt to bring new readers up to speed this issue, even long-time readers may have trouble keeping up with all the events, including the fates of Martin and Homer Lockleed, the engagement of Nathaniel Adam's daughter to his best friend, and the return of The Ghost.

It's a lot to pack into one issue, and the strain shows in spots, but overall it's a strong issue that advances the series.

This issue and #24 have no cover months, just a year, something DC did across its entire line at that time.

No CGC copies

Then $1 NOW $1

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
➥Peanuts		
991	30	123
998	175	
➥Ricky Nelson		
1015	150	
➥Peanuts		
1018	200	
➥Rio Bravo		
1025	225	
➥Disneyland		
1028	225	
➥Rawhide		
1034	35	136
1047	185	
➥Gyro Gearloose		
1048	165	
➥Horse Soldiers		
1066	125	113
➥77 Sunset Strip		
1085	175	
➥Time Machine		
1097	160	284
➥Rawhide		
1109	215	
➥Life of Donald Duck		
1110	295	
➥Bonanza		
1124	85	140
1128	400	
➥Rocky & Friends		
1152	265	
➥Rocky & Friends		
1154	440	
➥Santa Claus Funnies		
1166	235	
➥Rocky & Friends		
1168	95	295
1169	165	
➥Sherlock Holmes		
1173	240	
➥Twilight Zone		
1184	125	
➥Gyro Gearloose		
1202	150	264
➥Rawhide		
1208	225	440
➥Rocky & Friends		
1221	180	
➥Bonanza		
1230	120	
➥Voyage/Bottom Sea		
1231	130	103
➥Danger Man		
1245	150	
➥Sherlock Holmes		
1269	140	286
➥Rawhide		
1286	170	
➥Untouchables		
1288	150	
➥Twilight Zone		
1311	200	
➥Rocky & Friends		

Four-Star Battle Tales
DC, 1973

1	20	71
2	7	
3-5	6	

Four Star Spectacular
DC, 1976

1	12	44
2-6	7	

Frankenstein (Monster of)
MARVEL, 1973

1	40 △	154
2	15	56
3	9	
4	9	38
5	9	
6	7	50
7	7	
8	18	81
9	20	73
10	6	
11	5	55
12	5	33
13-14	5	
15	5	54
16-17	5	
18	5	39

Fray
DARK HORSE, 2001

1	3 ▽	9
2-8	3	

Freedom Fighters
DC, 1976

1	12	40
2-3	5	
4-15	4	

Freedom Force
IMAGE, 2005

1-6	3	

Freshmen
IMAGE, 2005
Seth Green series

1/Preview	7	
1/Linsner	4	
1/Migliari	3	
1/Perez	4	

From Beyond the Unknown
DC, 1969

1	45	
2	20	
3-6	15	
7	12	
8	12	49
9	12	
10	12	34
11	10	42
12-17	10	
18-25	8	

From Hell
TUNDRA, 1991
Alan Moore series

1	6	
2-10	5	
Gull Catcher:	1	7

Funky Phantom
GOLD KEY, 1972

1	24	
2	15	
3	10	41
4-5	10	
6-10	8	
11-13	6	

Funny Stuff
DC, 1944

1	550	
2	275	
3-4	150	
5	140	
6-10	100	
11-15	80	
16	80	255
17-20	80	
21	60	
22	100	
23-30	60	
31-40	40	
41-50	32	
51-59	26	
60-70	20	
71-79	16	

Fury
MARVEL, 2001

1	4	9
2-6	3	

Fury of Firestorm
DC, 1982

1	6	34
2-10	2	
11-61	1	
61/A	4	42
62-64	1	
Ann 1-4	2	

Futurama
BONGO, 2000

1	5	28
1/2nd-19	3	

Gambit
ETERNITY, 1988

1	4	17

Gambit
MARVEL, 1993

1	3	
CGC 9.8 avg		21
1/Gold	4	
2-4	3	

Gambit
MARVEL, 1998

1	3	
1/Variants	5	
2-4	3	
5-24	2	
25	3	
Ann '99-00	4	
Giant 1	5	

Gambit
MARVEL, 2004

1-12	3	

Gangbusters
DC, 1947

1	565	
2	300	
3	200	
4-5	175	
6-8	140	
9	140	236
➥Lady Cop		
10	140	
11	110	288
12	110	
13	110	256
14	150	
15-16	85	
17	150	
18-20	85	
21-30	70	
31-51	54	
52-67	44	

Gatesville Company
SPEAKEASY COMICS, 2005

1	3	

Generation X
MARVEL, 1994

-1	2	
½-1	3	
2-24	2	
25	3	
26-49	2	
50	3	
51-56	2	
57	3	
58-74	2	
75	3	
Ann 1995-9	4	
Special 1	5	
Holiday 1	4	

Gen13
IMAGE, 1994

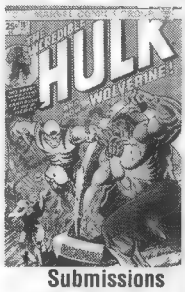
-1-0	3	
1/3D	5	
1/13 variants	3	31
1/Puzzle	40	
2-10	3	
11	3	23
11/Variants	3	
12	3	
13	2	
13/Collector's	7	
14-24	3	
25	4	

"Nine Lives Equals Death" | "The Deadly Dolls" | "Man with the X-Ray Eyes" | "The Hex on My House" | "Phantom's Return" | "Kill the Black Cat"

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
FEB 53	MAR 53	APR 53	MAY 53	JUN 53	JUL 53	AUG 53	SEP 53	OCT 53	NOV 53	DEC 53	JAN 54	FEB 54	MAR 54	APR 54
NM Price $300	$300	$300	$300	$300	$220	$220	$220	$220	$220	$220	$220	$220	$220	$220

Grading Counter

Top Bronze Age titles slabbed



The Wolverine era begins, as *Incredible Hulk* #181 leads the Bronze Age submissions. Wolverine titles dominate the modern era as well (see p. 161). Fans also give major props to the Byrne/Claremont *X-Men* run, as well as to the Green Goblin/Gwen Stacy storyline in *Amazing Spider-Man*.

Issue	Submissions
Incredible Hulk #181	2502
Giant-Size X-Men #1	2031
X-Men #94	1753
Amazing Spider-Man #129	1639
Spectacular Spider-Man #1	1596
Star Wars #1	1073
Iron Fist #14	935
Amazing Spider-Man #122	870
Amazing Spider-Man #121	832
X-Men #100	650
X-Men #95	593
X-Men #121	592
X-Men #101	585
X-Men #96	564
Incredible Hulk #180	552
Daredevil #158	524
X-Men #108	506
Amazing Spider-Man #194	452
X-Men #119	440
X-Men #99	427
Incredible Hulk #182	414
X-Men #97	410
Spider-Woman #1	407
X-Men #109	407
X-Men #125	397
Swamp Thing #1	392
Marvel Spotlight #5	391
X-Men #118	388
X-Men #127	387
X-Men #98	379
X-Men #120	371
X-Men #117	366
Ghost Rider #1	365
X-Men #126	361
Tomb of Dracula #1	351
Daredevil #131	348
Defenders #1	339
Marvel Premiere #15	337
X-Men #128	337
Iron Fist #1	332
X-Men #105	327
X-Men #124	324
Amazing Spider-Man #136	315
X-Men #110	304
What If? #1	303
Marvel Feature #1	297

— Greg Holland

Source: Comics Guaranty LLC data as of 9/21/05.

PRICE GUIDE KEY: OTHER GRADES **Unslabbed (loose) Very Fine/Near Mint** is **5/6** (83%) of the unslabbed NM price above **Very Fine (VF)** is **2/3** (67%) of NM **Fine (F)** is **1/3** (33%) of NM **Very Good (VG)** is **1/5** (20%) of NM **Good (G)** is **1/8** (12.5%) of NM

JLA Classified #10

In *JLA Classified* #9, Keith Giffen and J.M. DeMatteis wrapped up their whimsical and wacky run on the "Superbuddies" arc. Now, DC does a 180 by bringing Warren Ellis on board, resulting in a grim and gritty mystery involving the company's three biggest icons.

DC
WRITER:
WARREN ELLIS
ARTIST:
BUTCH GUICE
Color • 36 Pgs.
$2.99

"New Maps of Hell" begins with a Lexcorp employee taking a plunge off a skyscraper and into a parked car. His stated objective was to "... be one of the suicides in the city of Metropolis whom Superman does not catch." Naturally, Lois and Clark investigate. Batman is given an equally nasty death to uncover, while Wonder Woman experiences a bigger, more explosive problem. Each event is supposedly related, but it's too early in the game to tell how.

Ellis' DC is a world where conspiracy lurks around every corner and Perry White makes J. Jonah Jameson seem nice. Jackson Guice's powerful, detailed art ably matches the madness, but it's a little rough in spots. Too bad Mike Perkins (Guice's inker on *Ruse*) wasn't on board to smooth things out a bit.

★★★ — **Brett Weiss**

www.dccomics.com

RetroView
MOTION PICTURE COMICS

Reviewed by Michelle Nolan

Fawcett's second series of movie adaptations ran 14 issues from 1950 to 1953. By the time #114 (Jan 1953) appeared, the company was cutting its comic-book line, so it's difficult to say whether either series really failed. For some mysterious reason, they were numbered from #101 through #114. Unless the title was spun off from a magazine, there was no other Fawcett title that ended with #100. "B" Westerns from Republic and other studios were still popular in the 1950-52 era — though soon doomed to fail in favor of television's briefer epics — so Fawcett took advantage in this series, with 10 Westerns among the 14 issues.

Motion Picture Comics ™ Fawcett

COST TO OWN THE ORIGINALS IN NM: $1,150

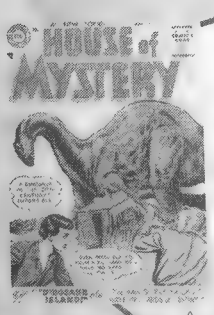
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Gen13 CONTINUED		
25/Collector's	4	
26-49	3	
50	4	
51-77	3	
3D 1	5	
Anl 1	3	
Anl 1999-00	4	
George of the Jungle GOLD KEY, 1969		
1	35	276
2	24	
Ghostly Haunts CHARLTON, 1971		
20	6	
21-24	5	
25	5	33
26-30	5	
31-40	4	
41-58	3	
Ghost Rider MARVEL, 1973		
1	160 △	555
2	37	127
3	25	88
4	30	113
5	23 ▽	87
6	20	66
7	20	73
8	15	69
9	15	89
10	15 ▽	62
11	15	71
12	15	
13	15	42
14	15	45
15	12	38
16	12	33
17	12	39
17/30¢	20	
18	13	40
18/30¢	20	
19	12	38
19/30¢	20	
20	9	41
21	7	21
22	7	
23	7	49
24	7	
24/35¢	15	
25	7	24
25/35¢	15	
26	7	
26/35¢	15	
27-30	7	
31-34	6	
35	6	21
36-37	6	
38	6	44
39	6	
40	6	19
41-49	6	
50	12	49
51-53	5	
54	5	34
55	5	37
56	5	37
57-58	5	
59	5	24
60-62	5	
63	5	39
64	5	
65	5	21
66-68	5	
69	4	
70	4	34
71-76	4	
77	4	15
78-80	4	
81	10	51
Ghost Rider MARVEL, 1990		
-1	2	
1	4 ▽	18
2-6	3	
7-14	2	
15	4	
CGC 9.8 avg		23
16-27	2	
28	3	
29-30	2	
31	3	
32-49	2	
50	3	
50/Variant	4	
51-60	2	
61	3	
62-92	2	
93	3	
Ann 1	4	
Ann 2	3	
Ghosts DC, 1971		
1	100	301
2	35	
3-5	17	
6-10	12	
11-12	10	
13	10	74
14-19	10	
20	10	39
21-30	6	
31-39	5	
40	6	
41-47	5	
48	5	13
49-50	5	
51-66	4	
67	4	17
68	4	19
69-70	4	
71-95	3	
96	3	23
97-112	3	
Giant-Size Avengers MARVEL, 1974		
1	30	
2	25	
3	20	72
4	20 ▽	63
5	15	62
... Captain America MARVEL		
1	20	69
... Captain Marvel MARVEL		
1	16	62
... Chillers MARVEL, 1974		
1	25	94
➥1st Lilith		
... Chillers MARVEL, 1975		
1	20	
2	15	54
3	15	
... Conan MARVEL, 1974		
1	16	56
2	10	40
3	7	44
4	6 ▽	17
5	6	
... Creatures MARVEL, 1974		
1	25	85
... Daredevil MARVEL, 1975		
1	15	
... Defenders MARVEL, 1974		
1	20	76
2	10	47
3	10	47
4-5	7	
... Doc Savage MARVEL, 1975		
1	10	37
... Doctor Strange MARVEL, 1975		
1	15	49
... Dracula MARVEL, 1974		
2	22	
➥was GS Chillers		
3	15	
4	15	56
5	20	71
➥1st Marvel Byrne		
... Fantastic Four MARVEL, 1974		
1	20	
2	12	46
3	10	30
4	12	
5	10	36
6	10	32
... Hulk MARVEL, 1975		
1	23	83
... Invaders MARVEL, 1975		
1	15 △	61
➥G.A. Subby origin		
... Iron Man MARVEL, 1975		
1	17	79
... Kid Colt MARVEL, 1975		
1	27	
2	20	142
3	20	76
... Man-Thing MARVEL, 1974		
1	15	57
2	9	
3	12	44
4	10 ▽	37
5	12	45
... Marvel Triple Action MARVEL, 1975		
1	15	
2	12	45
... Master of Kung Fu MARVEL, 1974		
1	17	
2	12	
3	10	48
4	10	25
... Power Man MARVEL, 1975		
1	20	71
... Spider-Man MARVEL, 1974		
1	35	120
2	12	52
3	12	51
4	45 △	169
➥Punisher app.		
5	12	49
6	15	59
... Super-Heroes MARVEL, 1974		
1	25 ▽	79
... Super-Stars MARVEL, 1974		
1	20	73
... Super-Villain Team-Up MARVEL, 1975		
1	17	64
2	10	38
... Thor MARVEL, 1975		
1	20	78
... Werewolf By Night MARVEL, 1974		
2	20	
3	15	
4	15	72
5	15	48
... X-Men MARVEL, 1975		
1	800 ▽	1453
➥1st new X-Men		
2	80 ▲	120
3	5	
G.I. Combat DC, 1957		
44	500	
45	300	
46	250	
47	225	
48-50	100	
51-54	85	
55	125	
56-60	85	
61-66	70	
67	125	
➥1st Tank Killer		
68	400	
69-86	70	
87	300	
➥1st Haunted Tank		
88-100	55	
101-110	45	
111-113	38	
114	75	
➥Haunted Tank origin		
115-120	28	

For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

Or look for our portable version, the **COMIC BOOK CHECKLIST & PRICE GUIDE**.

Krause publishes the ONLY books that list Near Mint prices for comic books!

Get them from your local retailer or order them from www.krausebooks.com!



△ #41

HOUSE of MYSTERY

Code limitations

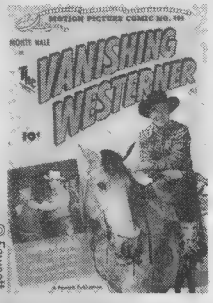
The institution of the Comics Code in October 1954 hampered *House of Mystery*, with many horror themes no longer permitted to appear. However, it didn't slow things down for long, with stories of the weird and bizarre taking the place of the more horrific tales.

image © 1955 DC

"Fate Held Four Aces" — "The Man Who Became a Lion" — "Mr. Misfortune"

	26 MAY 54	27 JUN 54	28 JUL 54	29 AUG 54	30 SEP 54	31 OCT 54	32 NOV 54	33 DEC 54	34 JAN 55	35 FEB 55
NM Price	$170	$170	$170	$170	$170	$170	$170	$170	$170	$170

Motion Picture Comics #101 ★★★



© Fawcett

Fawcett
Ca. 1950 • 32 pp.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: Monte Hale, Roy Barcroft

"The Vanishing Westerner"

Monte Hale plays Chris Adams, a government investigator who is framed after being sent to solve a series of mysterious killings in Broken Bow, Ariz.

The 60-minute Republic "B" movie leans heavily on the comedic talents of Monte Hale's sidekick Paul Hurst, who plays Waldorf Worthington and demonstrates his never-ending quest for food. His gastronomic quips don't work as well in the comic book, but otherwise the complex tale is well told. The story, dealing with a crooked sheriff and his secret partner in crime, is far more complex than typical for Western comic books.

Issue CGC copy: 8.5 Then 10¢ NOW $115

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
121-139	22	
140	22	150
141-145	8	
146-150	10	
151-160	8	
161-180	7	
181-195	5	
196	5	19
197-200	5	
201-228	4	
229	4	30
230-250	4	
251-257	3	
258	3	15
259-288	3	

G.I. Joe, A Real American Hero
MARVEL, 1982

1	14 ▽	32
CGC 9.8 avg		127
2	8	22
3	4	18
4	4	18
5	4	25
6	4	12
7-8	4	
9	4	22
10	6	20
11	4	15
12	4	
13	4	15
14	5	15
15-18	4	
19	6	30
20	4	22
21	15 ▽	84
➥Silent issue		
22	4	
23	4	10
24-25	4	
26	4	27
27	4	16
28-33	4	
34	4	9
35-45	4	
46	4	10
47-52	4	
53	4	20
54	4	
55	4	13
56	5	7
57	3	
58	4	
59-74	3	
75	3	11
76-94	3	
95	3	20
96-149	3	
150	3	20
151	3	19
152	7	31
153	7 ▽	27
154	7	
155	16	63
➥Low circulation		
YB 1	3	
YB 2-YB 4	2	
SP 1	20	90

G.I. Joe
IMAGE, 2001

1	3	15
CGC 9.8 avg		25
2	3	7
CGC 9.8 avg		18
3	3	10
4	4	
5	3	6
6-22	3	
22/Graham	12	
23-25	3	

G.I. Joe
DEVIL'S DUE, 2004

26-35	3	
35/Variant	4	
36-42	3	

G.I. Joe: America's Elite
DEVIL'S DUE, 2005

1	3	
1/Conv	10	

G.I. Joe & Transformers
MARVEL, 1987

1-2	1	
3	1	13
4	1	

G.I. Joe: Frontline
IMAGE, 2002

1	3	
1/Platinum	5	11
2-18	3	

G.I. Joe Order of Battle
MARVEL, 1986

1	1	18
2-4	1	

G.I. Joe/ Transformers
IMAGE, 2003

1	4	
1/Campbell	3	
1/Foil	9	
1/Graham	4	
1/Graham foil	6	
1/Miller	3	
2	3	
2/Sketch	12	
3-6/Reg	2	
3/Conv	4	

Girls
IMAGE, 2005

1	6	
1/Variant	4	
1/Sketch	5	
2	4	
2/Variant	5	
3-4	3	

Girls' Love Stories
DC, 1949

1	325	
2	165	
3	130	
4-11	110	
12-22	75	
23-32	48	
33-49	38	
50-71	30	
72-94	25	
95-105	20	
106-111	17	
112-123	15	
124-143	14	
144-164	9	
165-167	7	
168	7	71
169-180	7	

Give Me Liberty
DARK HORSE, 1990
Miller, Gibbons series

1-4	5	

GLA
MARVEL, 2005

1	5	
2-4	3	

G-Man
IMAGE, 2005

1	6	

Godland
IMAGE, 2005

1-2	3	

Godzilla
MARVEL, 1977

1	12 ▽	24
CGC 9.8 avg		91
1/35¢	15	
2	6	
2/35¢	15	
3	5	
3/35¢	15	
4-5	5	
6-10	4	
11	3	10
12-17	3	
18	3	19
19-24	3	

Gomer Pyle
GOLD KEY, 1966

1	40	
2	25	135
3	25	

Goofy Comics
NEDOR, 1943

1	125	
2	60	
3-5	45	
6-10	38	
11-19	32	
20-28	45	
29	45	94
30-35	38	
36-48	24	

Goon
AVATAR, 1999

1	15	
2	10	
3	10 ▽	48

Goon
ALBATROSS EXPLODING, 2002

1-1/Variant	10	
2-4	5	

Goon
DARK HORSE, 2003

1-13	3	

Gorgo
CHARLTON, 1961

1	200	
2	100	206
3	100	
4	75	
5	50	
6-10	40	
11-13	30	
14	30	54
15-16	30	
17-18	20	
19	20	57
20-23	20	

Gravity
MARVEL, 2005

1-3	3	

Gray Area
IMAGE, 2004

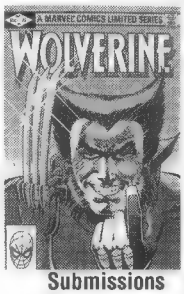
1	7	
1/Incentive	8	
1/SigSeries	20	
1/Conv	15	
2-3	6	

Great Comics
GREAT COMICS, 1941

1	500	415
2	285	
3	660	
➥Hitler story		

Grading Counter

Top Modern Age titles slabbed



The "black" cover of Amazing Spider-Man (vol. 2) #36 has taken a huge jump in recent months to place in the era's Top Five. Variants and convention issues make strong showings. The only non-Marvel-DC-Image comic in the top 100 is the *Donald Duck Adventures* Free Comic Book Day Gemstone/ANA Variant.

Issue	Submissions
Wolverine Limited Series #1	3000
Wolverine: The Origin #1	2377
Amazing Spider-Man #300	2320
Wolverine #1	2176
Amazing Spider-Man v2 #36	2035
Spawn #1	1652
Ultimate Spider-Man #1	1601
Spider-Man #1 Silver Edition	1529
Amazing Spider-Man #252	1454
Wolverine: The Origin #2	1374
Daredevil #181	1371
Marvel Super Heroes Secret Wars #8	1290
Batman #608	1288
Uncanny X-Men #266	1262
Ultimate Spider-Man #1/2	1175
Wolverine Limited Series #2	1135
Wolverine: The Origin #3	1126
Superman #204	1115
Web of Spider-Man #1	1110
Ultimate Spider-Man #2	1069
Wolverine Limited Series #3	1046
Amazing Spider-Man #238	980
Daredevil #168	973
Spider-Man #1	967
X-Men #137	958
Amazing Spider-Man #298	944
Ultimates #1	916
Incredible Hulk #340	891
Ultimate Fantastic Four #1	876
Wolverine: The Origin #4	864
Wolverine Limited Series #4	861
Wolverine #10	859
Ultimate Spider-Man #1 Variant Cover	839
Uncanny X-Men #142	827
X-Men #141	821
Transformers: Generation 1 #1	816
Wolverine: The Origin #5	803
Ultimate Spider-Man #5	785
Wolverine: The End #1 2003 Conv. Ed.	745
Ultimate Spider-Man #33	707
Batman #612	701
Amazing Spider-Man #200	689
Transformers: Generation 1 #1 Holofoil	689
Ultimate X-Men #1	684
Superman/Batman #8	676
Secret War #1	673

— Greg Holland

Source: Comics Guaranty LLC data as of 9/21/05.

Gen - Great $

Comics Code begins

Dinosaur cover

"The Man with the Stolen Eyes"

Transcript of *War of the Worlds* broadcast

	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
	MAR 55	APR 55	MAY 55	JUN 55	JUL 55	AUG 55	SEP 55	OCT 55	NOV 55	DEC 55	JAN 56	FEB 56	MAR 56	APR 56	MAY 56
NM Price	$140	$140	$140	$140	$140	$140	$140	$140	$140	$140	$140	$140	$140	$140	$140

PRICE GUIDE KEY: OTHER CGC GRADES
Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4
CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

JSA Classified #1

Power Girl's origin (what little we know of it) is retold, she gets a check-up, rescues someone, and receives a surprise visit by someone from her past. Although I really wasn't looking forward to yet another attempt to "retcon" her confusing multiple origins combined with a "beats up everyone to prove how tough she is" plot, here it works.

DC
WRITER:
GEOFF JOHNS
ARTIST:
AMANDA CONNER
Color • 32 Pgs.
$2.50

Bravo and kudos to DC for finally confronting the unacknowledged elephant in the room concerning Power Girl's, um, measurements. While the script contains what I really hope will be the very last variation of the hackneyed "Hey, I'm up here" line, in context it's both funny and appropriate.

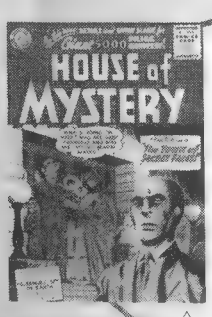
What really helps is Amanda Conner's evocative art, which really gives the reader a feel for the character, especially her unexpected endearingly goofy side.

It also helps take the edge off her obnoxiousness by letting us know that all her acting up/out is due to sulky adolescent insecurities.

★★★ **— S.A. Bennett**

www.dccomics.com

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Green Arrow DC, 1988		
0	3	
1	4	14
CGC 9.8 avg		29
2	2	7
3	2	10
4-6	2	
7	2	10
8-20	2	
21	3	
22-49	2	
50	3	
51-74	2	
75	3	
76-95	2	
96-99	3	
100	7	
101	18	33
➥Death of O. Queen		
102-124	2	
125	4	
126-136	3	
137	4	14
1000000	3	
Ann 1-7	4	
Green Arrow DC, 2001		
1-2	6	
3-42	3	
43	7	
➥Speedy HIV		
44	4	
45-53	3	
Green Goblin MARVEL, 1995		
1	3	11
2	2	7
3-13	2	
Green Hornet Comics HARVEY, 1940		
1	4500	
2	1500	
3	1250	
4-6	1000	
7	900	
8	750	
9	900	
10	650	
11-19	600	
20	700	
21-31	400	
32-36	300	
37	300	468
38	300	
39	350	245
40-47	250	
Green Lama SPARK, 1944		
1	750	
2	475	
3	340	
4-5	240	
6	180	
7	180	326
8	180	
Green Lantern DC, 1941		
1	37500	
➥Grn Lantern origin		
2	7500	
3	5500	
4	4000	
5	2750	
6	2250	
7-10	2000	
11-20	1500	
21-30	1250	
31-34	1000	
35-38	1250	
Green Lantern DC, 1960		
1	4500	
➥1st Guardians		
2	1000	
3	600	
4-5	450	
6	400	
7-10	300	
11-12	200	
13	250	
14-16	175	
17	150	555
18-20	150	
21-24	125	
25	125	623
26	125	
27	125	486
28	100	387
29	100	318
30	100	443
31-33	75	
34	75	243
35	75	279
36	75	
37	75	265
38	75	305
39	75	221
40	350	1262
➥GA Lantern app.		
41	75	253
42-46	75	
47	75	315
48	75	308
49	75	314
50	60	
51	60	173
52	80	286
53	55	
54	55	209
55	55	333
56	55	145
57	55	146
58	55	211
59	125	495
➥1st Guy Gardner		
60-62	50	
63	50	130
64	50	166
65	50	222
66	50	128
67	50	
68	50	225
69-71	50	
72	50	164
73	50	208
74-75	50	
76	375	2009
➥Green Arrow starts		
77	75	243
78	75	280
79	60	
80	60	201
81	60	208
82	60	227
83	60	187
84	60	206
85	50	192
86	60	215
➥Drug issue		
87	50 △	236
88	30	117
89	45	172
90	10 △	34
91-92	10	
93-96	9	
97	9	29
98-99	9	
100	10	39
101	9	
102-111	4	
112	8	
113-115	3	
116	8 △	31
117-121	3	
122	4	
123	6	
124-130	3	
131-135	2	
136-139	3	
140	2	
141	5	
➥1st Omega Men		
142-144	3	
145-149	2	
150	5	18
151-194	3	
195	4	15
196-205	2	
Special 1-2	3	
Green Lantern DC, 1990		
0	4	
1	7	22
2	3	
3-26	2	
27-45	1	
46	4	15
47	2	
CGC 9.8 avg		34
48-49	5	
50	5	19
CGC 9.8 avg		36
51-81	3	
81/Variant	4	
82-99	2	
100/Jordan	5	
100/Rayner	3	
101-149	2	
150	4	
151-174	2	
175	4	
176	8	
177	4	
178-181	2	
1000000	3	
Ann 1-9	4	
Ann 1963	6	
Giant 1-3	5	
3D 1	5	
3D 1/Ltd.	17	
Green Lantern DC, 2005		
1	6	
2	4	
3	3	
Green Lantern: Rebirth DC, 2004		
1	10	19
CGC 9.8 avg		31
1/2nd	12	
1/3rd	4	
CGC 9.8 avg		21
2	6	
CGC 9.8 avg		21
2/2nd	4	
3	5	
CGC 9.8 avg		19
4	3	
CGC 9.8 avg		22
5	3	
6	3	
Grendel COMICO, 1983		
1	45	80
2	35	74
3	26	81
Grendel COMICO, 1986		
1	5	20
2-5	4	
6-15	3	
16	4	
17-32	3	
33	4	
34-39	3	
40	4	
Grim Ghost ATLAS-SEABOARD, 1975		
1	10	40
2-3	5	
Grimjack: Killer Instinct IDEA & DESIGN WORKS, 2005		
1-6	4	
Grimm's Ghost Stories GOLD KEY, 1972		
1	14	
2-5	8	
6-10	6	
11-30	4	
31-42	3	
43-44	4	
45-54	3	
55-60	5	
Grimoire SPEAKEASY COMICS, 2005		
1-4	3	
Groo The Wanderer PACIFIC, 1982		
1	7	
CGC 9.8 avg		37
2	5	
3-4	4	
5-8	3	
Guardians MARVEL, 2004		
1-5	3	
Guardians of the Galaxy MARVEL, 1990		
1-24	2	
25	3	
25/Variant	3	
26-29	2	
30-35	1	
35/Variant	3	
36-38	1	
39	3	
40-47	1	
48-50	2	
50/Variant	3	
51-61	2	
62	3	
Ann 1-4	3	
Gunhawks MARVEL, 1972		
1	50	180
2	18	
3-7	8	
Halloween CHAOS, 2000		
1	3	13
Hanna-Barbera Super TV Heroes GOLD KEY, 1968		
1	58	
➥Herculoids		
2	36	76
➥Birdman		
3	36	
4-5	30	
6-7	35	



△ #54

HOUSE of MYSTERY

Covers led to stories

An intriguing cover could persuade a casual browser to pick up a random issue of a given comic book, and DC's creators were among the best at creating those kinds of covers, often before the interior stories had been written. Check out #54's "Town of Secret Faces."

"The Town of Secret Faces"

"I Battled the Creatures of Mount Olympus"

Image © 1956 DC

	51	52	53	54	55	56	57	58	59	60
	JUN 56	JUL 56	AUG 56	SEP 56	OCT 56	NOV 56	DEC 56	JAN 57	FEB 57	MAR 57
NM Price	$95	$95	$95	$95	$95	$95	$95	$95	$95	$95

THE BOTTOM LINE

RETROVIEW
Motion Picture Comics #102 ★★★

Fawcett
Jan 1951 • 32 pp.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: Allan "Rocky" Lane, Eddy Waller

"Code of the Silver Sage"

Based on a long-forgotten 60-minute Republic film, U.S. Cavalry Lieutenant Rocky Lane foils a complicated plot to kill the president of the United States on a trip to Arizona.

Fawcett, one of the leading publishers of Westerns in the late 1940s and early '50s, awarded Allan "Rocky" Lane his own comic book in 1949. His title must have sold well, because the company also adapted several of his multitude of "B" Westerns for Republic. This fast-paced story starts with the murder of a crusading newspaper editor and never lets up its furious pace. One major irritation: The president is never named, so readers never learn whose life Lane saved.

© Fawcett

Current copy: **9.0** Then 10¢ NOW **$80**

Motion Picture Comics #103 ★★½

© Fawcett

Fawcett
Mar 1951 • 32 pp.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: Allan "Rocky" Lane, Eddy Waller

"Covered Wagon Raid"

Rocky Lane and his valiant stallion, Black Jack, battle an evil Deacon who is willing to stop at nothing — not even the murder of children.

The good doctor Fredric Wertham would have been horrified by this unusually violent story, which begins with the killing of a father and his little girl.

But Rocky Lane, playing a special investigator for an insurance company, provides a satisfying conclusion.

This story, adapted from a now-obscure 60-minute Republic "B" film, is told in a more basic, reader-friendly style than the first two tales in the series.

Best CGC copy: 9.4 **Then 10¢ NOW $80**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Happy Days GOLD KEY, 1979		
1	20	69
2-3	10	
4	10	40
5-6	10	
Harbinger VALIANT, 1992		
0	4	18
0/Pink	65 ▽	56
CGC 9.8 avg		200
1	30	42
2	8	19
3	8	
4	11	19
5	10	
6	9	
7	7	3
8-10	4	
11	2	
12-28	1	
29	2	
30-34	1	
35	2	
36-38	1	
39	3	
40	4	
41	5	
H.A.R.D. Corps VALIANT, 1992		
1	1	20
1/Gold	12	
2-5	1	
5/ComicDef	5	
6-17	1	
18	2	
19-25	1	
26-28	2	
29	3	
30	5	
Hardy Boys GOLD KEY, 1970		
1	28	
2	18	
3	18	38
4	18	28
Harley Quinn DC, 2000		
1	4	
CGC 9.8 avg		21
2-10	3	
11	2	
12	3	
13-22	2	
23-38	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Harvey MARVEL, 1970		
1	50	180
2	18	
3	8	
4-6	6	
Haunted CHARLTON, 1971		
1	12	
2-3	6	
4-6	5	
7-10	4	
11-72	3	
73	3	20
74-75	3	
Haunt of Fear E.C., 1950		
1	2750	
2-3	1000	
4	750	
5	550	
6	425	
7-9	400	
10	375	
11-13	300	
14	450	
15	300	
16	300	1052
17-18	300	
19	375	
20	300	
21-28	250	
Haunt of Horror MARVEL, 1974		
1	8	108
2	6	
3-5	5	
Have Gun, Will Travel DELL, 1960		
4	38	
5	38	109
6-10	35	
11-14	28	
Hawk & the Dove DC, 1968		
1	60	
2	40	121
3	40	
4	40	129
5	40	212
6	30	88

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hawkman DC, 1964		
1	475	1687
2	200	869
3	75	264
4	200	
➥1st Zatanna		
5	65	238
6	65	257
7-9	65	
10-12	50	
13	40	122
14	40 △	186
15	40	
16-19	36	
20-27	32	
Hawkman DC, 2002		
1	3	11
2	3	9
3-40	3	
41	5	
42	4	
43	3	
Heavy Metal METAL MAMMOTH, 1977		
1	20	92
2-3	10	
4-11	7	
12-194	5	
Hellblazer DC, 1988		
1	10 ▽	35
2	5	15
3-13	4	
14-26	3	
27	9	20
➥Gaiman story		
28-39	3	
40	4	
41	6	
➥1st Ennis story		
42-46	4	
47-49	3	
50	4	
51-74	3	
75	4	
76-199	3	
200	5	
201-210	3	
Ann 1	6	
Special 1	5	
Bad Blood: 1-4	3	
Lady Const: 1-4	3	
Books/Magic: 1-2	4	
Papa Mid: 1-4	3	

Jack Kirby art ▼ Jack Kirby art ▼ Jack Kirby art ▼ Jack Kirby art ▼ Jack Kirby art ▼

61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
APR 57	MAY 57	JUN 57	JUL 57	AUG 57	SEP 57	OCT 57	NOV 57	DEC 57	JAN 58	FEB 58	MAR 58	APR 58	MAY 58	JUN 58
NM Price $95	$70	$85	$70	$85	$70	$70	$70	$70	$85	$65	$65	$65	$65	$65

PRICE GUIDE KEY; CGC INDICATORS
▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
◮ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

I've Been Slabbed!

Steve Mortensen, Colossus Comics

New RRPs on the rise

Halloween has always been one of my favorite holidays because of its celebration of the world of fantasy. Comics collecting is often a great means of escape — a much-needed break from the many disasters that have plagued us lately. One of my customers e-mailed me from New Orleans several days after Hurricane Katrina hit. He was safe but was only able to escape with his pets and a few personal belongings. His CGC comics collection was lost in the flood (he didn't think the floods would rise to where his house was). To him, collecting is an important way to deal with the loss from the hurricane and move toward the future. He is already rebuilding his collection and is trying to pick up the pieces of his life, as well.

This Month's Slabbed Picks

• ***Ghost Rider* #1** (retailer variant). Halloween is perfect for Ghost Rider, and this RRP is showing great demand right now. It was a giveaway at the Baltimore Retailer Summit. As of this writing, several copies have been posted on eBay and are selling above $175 ungraded. I would guess that CGC 9.6/9.8 copies will sell between $350-$500. The regular cover and Ribic variant cover would also be nice pickups. The comic itself is very good, with terrific art by Clayton Crain.

• *Infinite Crisis* #1 (both covers). Everything in the DC universe has been leading up to this series. I would expect that the comic will sell out and subsequent printings will occur, similar to *Identity Crisis*. We've had equal orders for both the Jim Lee cover and the George Pérez cover in CGC 9.8.

• ***All-Star Batman & Robin* #1** (RRP). Also a retailer variant from the Baltimore show. This comic (ungraded) has been preselling in the $350-500 range. One friend has presold his copies in 9.8 for $1500. A note about retailer variants: They're nice for both collectors and sellers. For the seller, it's a chance to recoup some of the cost of going to the retail summits. For the collector, it makes for a rare collectible. Although there has been some drop in value of the *Batman* #608 RRP and *Superman* #204 RRP, their prices in 9.8 still command high values. (*Batman* #608 sells in the $2,500 range, and *Superman* #204 sells in the $800 range.)

• *Supergirl* #1 (both covers). This has been a popular preorder item for us; the Turner cover is in particular demand. The story is compelling with a confrontation with Power Girl, another hot DC character right now.

• *Red Sonja* #1 (Linsner Covers) - This new series published by Dynamite Entertainment looks to be a pretty good bet. The first issue was released with five different covers, and the Linsner cover, in my opinion, stands out as the best of the bunch. There are also various limited-edition/RRP covers that will likely fetch high prices in 9.6/9.8.

• *Sentry* #1-5 (2000). Marvel has brought back this character in fine fashion with appearances in *The New Avengers*. With his own series, expect the original series to increase in value in CGC 9.6/9.8. You may still find these books in some quarter bins!

• ***Girls* #1** (first printing). The first comic in this Image series is in its third printing. Expect prices for the first printing to rise in value soon.

Steve Mortensen *owns Colossus Comics (**www.colossuscomics.com**), which offers a CGC 9.8 subscription service and CGC 9.8 pre-orders for new comics. He can be reached at **steve@colossuscomics.com**.*

Kanpai Vol. 1

Shintaro is a monster hunter (in this case, someone who protects monsters who've become endangered due to over-hunting) whose chief weapon is a piece of lumber and whose main tactic involves trying to bribe disgruntled creatures into behaving. He and his talking-rabbit advisor, Ponta, clash with an exorcist, who is depicted here as an all-purpose monster hunter out to kill a werewolf that didn't know it was wrong to kill humans.

TOKYOPOP
WRITER:
MAKI MURAKAMI
ARTIST:
MAKI MURAKAMI
B/W • 192 Pgs.
$9.99

Shintaro then enrolls in Japanese middle school, where his classmates have assorted mystical conditions, but he's more interested in the nape of the neck of class beauty Nao. Unfortunately for both him and the manga, she's an obnoxious creep who wants to use her looks to coast to easy street. (Her exquisiteness is repeatedly mentioned, but, as depicted, she's no better looking than any other girl in her school.)

It's frequently funny, and, while the idea of a monster protector is a perfect antidote to the plethora of would-be Buffys readers have to endure, the other characters are unfortunately blah and the situations uninteresting.

★★ **— S.A. Bennett**

www.tokyopop.com
ISBN: 1-59532-317-1

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Hellboy
DARK HORSE
Seed/Destr: 1 . 6
Seed/Destr: 2-4 4
Colossus: 1-2 . 3
Box Evil: 1-2 . 3
XMas 1997: . . 4
Conq Worm: . . 4
Corpse/Shoes: . 4
Halloween '97: 4
3rd Wish: 1-2 . 3
Wolves/St. Aug: 5
Wake Devil: 1-5 4
Seed/Destr: 1 . 6
Weird Tales: 1-8 3
Island: 1-2 . . . 3

Hell Michigan
FC9 PUBLISHING, 2005
1-2 3
1/Ashcan 4

Hercules
MARVEL, 2005
1-5 3

Hercules Unbound
DC, 1975
1. . . . . 12 45
2. 7
3. 4
4-12 3

Hero at Large
SPEAKEASY COMICS, 2005
1. 3

Hero Camp
IMAGE, 2005
1-3 3

H-E-R-O
DC, 2003
1. . . . . 3 12
2-22 3

Heroes, Inc. Presents Cannon
ARMED SERVICES, 1969
1. . . . . 13 14
CGC 9.8 avg 54
2. 10

Hero for Hire
MARVEL, 1972
1. . . . . 125 452
2. . . . . 30 54
3. 14
4. 12
5. . . . . 12 49
6. . . . . 12 54
7-9 9
10. . . . . 8 35
11-12 9
13. . . . . 9 52
14. . . . . 9 34
15. . . . . 9 26
16. 9

Hex
DC, 1985
1. . . . . 5 17
2-18 2

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Hollywood Funny Folks
DC, 1950
27. 90
28-30 70
31-37 50
38. . . . . 40 143
39-49 40
50-60 30

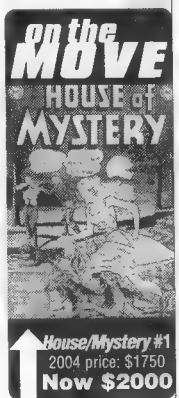
Hong Kong Phooey
CHARLTON, 1975
1. . . . . 40 151
2. 20
3-9 10

Hot Stuff Little Devil
HARVEY, 1957
1. 450
2. 200
3. 150
4-5 100
6-10 75
11-20 60
21-30 40
31-40 25
41-44 20
45. . . . . 20 100
46-50 20
51-70 15
71-100 . . . 10
101-121 . . . 7
122-145 . . . 5
146-177 . . . 3

Hot Wheels
DC, 1970
1. . . . . 45 279
2. 30
3-5 24
6. 30

House of M
MARVEL, 2005
1. 5
1/Quesada . . 30
1/DirCut 4
1/Gatefold . . . 5
2. 3
2/Dodson . . 25
3. 6
➥Hawkeye returns
3/Cassaday . . 20
4. 3
4/Peterson. . 15
5. 5
5/McKone . . 15

House of Mystery
DC, 1951
1. 2000
2. 850
3. 600
4-5 450
6-10 350
11-15 . . . 300



House/Mystery #1
2004 price: $1750
Now $2000

UNSLABBED Near Mint | SLABBED CGC 9 4 NM

16-25 . . . 220
26-35 . . . 170
36-50 . . . 140
51-61 95
62. 70
63. 85
64. 70
65. 85
66-69 70
70. 85
71-75 65
76. 85
77-79 65
80-83 54
84-85 85
86-99 54
100. 65
101-116 . . 45
117-119 . . 35
120. 45
121-130 . . 28
131-142 . . 22
143. . . . . 175 611
➥J'onn J'onzz starts
144. . . . . 75 253
145-155 . . 50
156. 75
➥1st Robby Reed
157-159 . . 50
160. . . . . 90 313
➥1st S.A. Plastic Man
161. 35
162-171 . . 32
172. . . . . 32 112
173. 32
174. 50
175. 45
176-177 . . 24
178. 45
➥N. Adams art
179. 60
➥1st Wrightson art
180-181 . . 25
182. 18
183. 25
184. 18
185. . . . . 30 130
186. . . . . 75 272
➥Wrightson art
187. 20
188. 30
189-190 . . 20
191. 25
192. 20
193. . . . . 25 99
194. 30
195. . . . . 45 160
➥Wrightson swamp man
196. 20
197. . . . . 20 106
198. . . . . 20 71

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

199. 20
200. . . . . 20 84
201. 20
202. . . . . 14 60
203. 14
204. 20
205-206 . . 12
207. . . . . 40 138
➥Wrightson art
208. 12
209. 10
210. . . . . 10 △ 49
211-213 . . 10
214-220 . . . 6
221. . . . . 12 80
222. 6
223. . . . . 6 36
224. . . . . 35 159
225-226 . . 18
227. 27
228-229 . . 18
230-242 . . . 5
243. . . . . 5 21
244-250 . . . 5
251-253 . . . 4
254. . . . . 4 59
255-259 . . . 4
260-274 . . . 3
275. . . . . 3 17
276-298 . . . 3
299. . . . . 3 14
300. . . . . 3 15
301-321 . . . 3

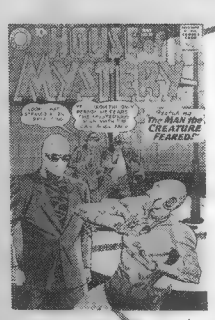
House of Secrets
DC, 1956
1. 1500
2. 550
3. 450
4. 350
5-7 200
8. 230
9-12 200
13-15 . . . 125
16-20 . . . 110
21. 85
22. 80
23. 100
➥1st Mark Merlin
24-30 80
31-50 65
51-60 52
61. 125
➥1st Eclipso
62. 60
63-65 50
66. 65
➥Eclipso cover
67. 40
68-79 36

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

80. 45
81. 55
➥1st Abel
82-84 20
85. 32
86. 20
87. 45
➥Wrightson art
88. . . . . 40 313
89. . . . . 40 192
90. . . . . 40 227
91. 40
92. . . . . 450 1677
➥1st Swamp Thing
93-94 25
95. . . . . 25 96
96. 25
97. . . . . 25 152
98. . . . . 25 86
99. . . . . 25 70
100. . . . . 27 99
101. 18
102. . . . . 18 67
103. 18
104. . . . . 18 42
105. 18
106. . . . . 18 89
107. . . . . 18 48
108-111 . . 18
112. . . . . 18 77
113. 10
114. . . . . 10 87
115. 10
116. . . . . 10 52
117-122 . . 10
123. . . . . 10 34
124-130 . . 10
131. . . . . 10 29
132-138 . . 10
139. . . . . 10 48
140. . . . . 10 △ 34
141. 10
142-154 . . . 7

House of Yang
CHARLTON, 1975
1. . . . . 15 29
2-6 10

Howard the Duck
MARVEL, 1976
1. . . . . 15 ▽ 50
2. . . . . 5 22
3. . . . . 4 ▽ 22
3/30¢ . . . . . 20 △ 42
4. 2
4/30¢ 20
5-11 2



△ #88

HOUSE of MYSTERY

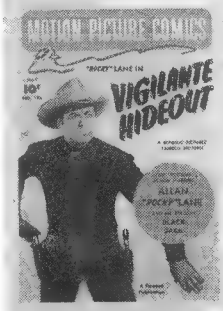
From horror to science fiction

DC's focus was shifting to more science-fiction-based stories, as the 1950s ended, and *House of Mystery* followed suit, with more stories set in outer space and on other planets. Of course, there were also science-based adventures on Earth, too.

Image © 1959 DC

RETROVIEW

Motion Picture Comics #104 ★★



Fawcett
May 1951 • 32 pp.
Writer: Uncredited
Pencils: Bob Powell
Inks: Bob Powell
Cover photo: Allan "Rocky" Lane

"Vigilante Hideout"

Allan "Rocky" Lane, in his usual undercover role as an investigator, teams with eccentric inventor Nugget Clark to solve a town's woes involving drought and death.

For the fourth consecutive issue, Fawcett adapts one of Republic's 60-minute Westerns, now long forgotten but then hugely popular at Saturday matinees, although soon to be doomed by the growth of television. Nugget Clark, played by the amusing Eddy Waller, tells Rocky he's an "express agent, scientist, and student of human nature." Good old Nugget proves to be just that while using a "talking machine" to help Rocky uncover the villains.

© Fawcett

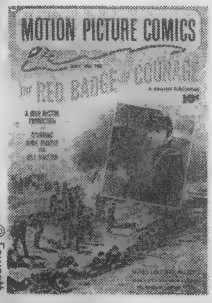
Near Mint copy 9.4 — Then 10¢ NOW $80

Jack Kirby art | "Creatures from Inner Space" | "Ghost Planet" | Jack Kirby art

	76	77	78	79	80	81	82	83	84	85
	JUL 58	AUG 58	SEP 58	OCT 58	NOV 58	DEC 58	JAN 59	FEB 59	MAR 59	APR 59
NM Price	$85	$65	$65	$65	$54	$54	$54	$54	$85	$85

THE BOTTOM LINE

Motion Picture Comics #105 ★★★½



© Fawcett

Fawcett
Jul 1951 • 32 pp.
Writer: Uncredited
Pencils: Bob Powell
Inks: Bob Powell
Cover photo: Audie Murphy

"The Red Badge of Courage"

A young Union soldier struggles with intense guilt in the first few hours after finding himself unable to remain on the front lines of a battle.

Leonard Maltin's series of film guides deservedly awarded 3 1/2 stars to director John Huston's gritty adaptation of Stephen Crane's classic Civil War novel. The comic book also works well for older readers, but this story of a soldier's psychological war with himself probably only confused most youngsters under 10 or so. It's odd that the photo back cover features a scene of star Audie Murphy and Gloria Eaton, yet her role was cut out of the comic-book adaptation.

Best CGC copy: 9.6 **Then 10¢ NOW $90**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
12	7	29
13	5	23
13/35¢	15	
14	2	
14/35¢	15	
15	2	
15/35¢	15	
16	2	
16/35¢	15	
17	2	
17/35¢	15	
18-32	2	
33	3	
Ann 1	4	18

Howard the Duck
MARVEL, 2002

1	4	17
2-6	3	

Howdy Doody
DELL, 1950

1	425	
2	185	
3	125	
4-5	100	
6	125	
7-10	75	
11-20	55	
21	40	128
22-30	40	
31-38	36	

H.R. Pufnstuf
GOLD KEY, 1970

1	55	209
2-3	40	
4-6	35	
7	25	141
8	25	

Hulk
MARVEL, 1999
Continues in Incredible Hulk v2

1	4	17
1/Sunburst	5	21
1/Gold	4	73
2-7	3	
8	3	31
9-11	3	

Hulk (mag)
MARVEL, 1978

10-15	7	
16	7	23
17-21	7	
22	5	
23	5	16
24-27	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hulk: Destruction MARVEL, 2005		
1	3	
Hulk: Gray MARVEL, 2003		
1	5	
CGC 9.8 avg		24
2	5	
3	5	
CGC 9.8 avg		14
4	5	
5	5	
CGC 9.8 avg		11
6	5	
Hulk Smash MARVEL, 2001		
1	3	
2	3	5
Human Fly MARVEL, 1977		
1	3	19
CGC 9.8 avg		89
1/35¢	15	
2	2	
2/35¢	15	
3-19	2	
Human Race DC, 2005		
1-6	3	
Human Torch MARVEL, 1940		
1	32000	32
2	7400	
3	4800	
4	3400	
5	4650	
6-7	2100	
8	3400	
9	2100	
10	2750	
11-15	1850	
16-20	1250	
21-30	1025	
31-38	850	
Human Torch MARVEL, 1974		
1	9	
2	4	
3-8	3	
Hunter-Killer IMAGE, 2004		
0	1	
0/Ltd	5	
0/Autographed	20	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
0/Conv	6	
1/Campbell	3	
CGC 9.8 avg		21
1/Hairsine	4	
1/Silvestri	5	
2/Silvestri	3	
2/Linsner	4	
3	3	
Hypothetical Lizard AVATAR, 2005		
1	4	
1/Wraparound	5	
1/Platinum	12	
1/Tarot	4	
2	4	
2/Wraparound	5	
Iceman MARVEL, 1984		
1	4	
CGC 9.8 avg		29
2-4	3	
Identity Crisis DC, 2004		
1	12	
CGC 9.8 avg		25
1/Sketch	225 ▽	150
CGC 9.8 avg		609
1/DF	15	
CGC 9.8 avg		21
2	6	
CGC 9.8 avg		25
3	6	
CGC 9.8 avg		27
4	6	
CGC 9.8 avg		29
5	6	
CGC 9.8 avg		21
6	6	
7	6	
CGC 9.8 avg		27
7/DF Morales	15	
7/DF Turner	25	
Identity Disc MARVEL, 2004		
1-5	3	
Imaginaries IMAGE, 2005		
1-3/A cover	3	
1-3/B cover	3	
Impact E.C., 1955		
1	225	
2	125	
3	90	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
4	90	311
5	80	286

Impulse
DC, 1995

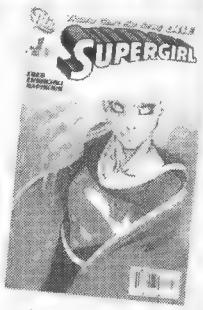
1	4	13
2	4	
3-5	3	
6-64	2	
65-89	3	
1000000	4	
Ann 1	5	
Ann 2	4	

Incredible Hulk
MARVEL, 1962

-1	2	
1	13000	
➥1st Hulk		
2	3500	
3	2000	
4-5	1750	
6	2250	
102	150 ▽	473
103	100	365
104	75	271
105	70	236
106	50	180
107	50 ▽	164
108	50	140
109	50	138
110	50	177
111	50 ▽	118
112	50 ▽	129
113	40	156
114	40	
115	40 ▽	148
116	35	109
117	35	120
118	35	162
119	35 △	115
120	35	122
121	35	137
122	55	194
➥Thing vs. Hulk		
123	30	89
124	30	114
125	30	96
126	25	102
127	25	64
128	25	86
129	25	66
130	25	80
131	30 ▽	117
132	25	91
133	20 △	86
134	16 ▽	62
135	16	55
136	16	
137	20	95
138	20	81
139	20	76
140	20	84
➥Harlan Ellison		
141	20	260
➥1st Doc Samson		
142	20	92
143	20	109
144	20	71
145	20	183
146	20	
147	20	88
148	20	53
149	20	72
150	20	54
151	20	62
152	25	83
153	20	
154	20 △	81
155	20 △	59
156	20	59
157-158	20	
159	20	79
160	20	68
161	30	108
162	55 ▽	192
➥1st Wendigo		

CBG Trendwatcher

J.C. Glindmyer, Earthworld Comics



HEATING UP

Alex Ross's *Justice* sold extremely well in August. However, the 50/50 breakdown in shipping heroes/villains covers left us with mostly the villains cover. ***Supergirl*** #1 also shipped with both covers; although the Michael Turner was the preferred cover by our customers, we sold out in four days.

Infinite Crisis tie-ins are selling fast, compared to House of M. Our sales on *Superman* and *Wonder Woman* have doubled in the last few months. The "Sacrifice" storyline is one of the strongest sellers this past year. We ordered about right on the Marvel crossovers and didn't really need to order more than a few of the second prints. Readers have mentioned that the *House of M* storyline is moving a bit on the slow side. And, according to our customers, you can judge a book by its cover; the *House of M* covers are generally unappealing to our clientele, as they seem blah and washed-out.

Our customers are passing on the X-Men spinoffs and secondary titles, determining that more is not necessarily better. With mini-series being hit-and-miss, it might be time to evolve to a new trade paperback format. This has served comics such as the Alan Moore-Gene Ha *Forty Niners* and the Alex Robinson *Tricked* very well. Customers are more receptive to getting the entire story in one package. More and more, a good portion of our customers are preferring this format to the monthly comics.

COOLING DOWN

House Picks

Horror

Interested in seasonal scares? Try these beauties:

1. ***Secret of the Swamp Thing.*** The original Len Wein-Berni Wrightson 10-issue collection.

2. ***Saga of the Swamp Thing.*** Alan Moore, Steve Bissette, and John Totleben took this character to the next level.

3. ***Tales from the Crypt/Vault of Horror/Haunt of Fear.*** You can still find reprints in single-issue form or in Gladstone collections. The Russ Cochran hardcover books are gorgeous.

4. ***Creepy*** or ***Eerie*** collections. They contain some of the best work by Archie Goodwin, Frank Frazetta, Neal Adams, Bernie Wrightson, and anyone who was anyone in comics in the 1960s and 1970s, and the stories hold up well.

Essential Tomb of Dracula and ***Frankenstein***. The best of each run is still the earliest, when each retained its unique atmosphere courtesy of artists Gene Colan (*Dracula*) and Mike Ploog (*Frankenstein*).

J.C. Glindmyer *is the manager of* ***Earthworld Comics*** *in Albany, N.Y., which can be reached at* ***(518) 459-2400*** *or at* ***www.earthworldcomics.com***.

Local #1

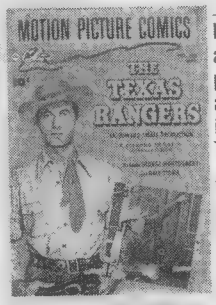
Eisner-nominated Brian Wood (*Demo, Pounded, The Couriers*) has created a series in which each issue is Done in One, while the whole project features a larger story arc with varying focus on Megan McKeenan. The first issue is scheduled to be in stores Nov. 9, and it's a nice short-short. Though packed with the standard obscenity and not for kids, it's a little gem that young teens could benefit from reading, as older readers enjoy the storytelling. In this introduction to Megan, readers find her facing a potentially nasty problem and exploring her options. What do you do when an acquaintance puts you in a bad situation? Wood and artist Ryan Kelly work their way quickly through a structure that would actually serve many stories well; whether this particular structure will be maintained throughout the series remains to be seen. In the meantime, Megan is on the road, visiting a variety of cities, starting with Portland. Readers would do well to follow her adventures, not to mention the adventures of those she meets. (She's not the central figure in all upcoming stories.)

ONI
WRITER:
BRIAN WOOD
ARTIST:
RYAN KELLY
B/W • 32 Pgs.
$2.99

★★★ — Maggie Thompson

www.onipress.com

RETROVIEW
Motion Picture Comics #106 ★★★★



"The Texas Rangers"

Reformed outlaw Johnny Carver, still a cynic and a skeptic, is promised a pardon if he'll join the Texas Rangers and go after Sam Bass and his gang in the lawless Texas of the 1870s.

This is the most effective of the first six issues and one of the most collectible of all Fawcett movie adaptations, with a solid combination of story and art quality plus much higher-caliber printing than on previous issues of the series. *The Texas Rangers* starred George Montgomery, one of the most handsome of the cowboy actors, as Johnny Carver, and he helped the violent 74-minute film emerge as one of low-budget Columbia's most colorful of the early 1950s.

Fawcett
Sep 1951 • 32 pg.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: George Montgomery

© Fawcett

Near Mint copy: 9.4 **Then 10¢ NOW $75**

Incredible Hulk CONTINUED	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
163	15	55
164	15	
165	15	54
166	15	58
167	15	53
168	15	
169	15	59
170	15	44
171	15	88
172 ➥X-Men app	25	88
173	15	51
174 ▽	15	38
175	15	54
176	15	46
177	17	62
178 ▽	17	62
179	16	48
180 △ ➥Wolverine cameo	180	642
181 ▽ ➥1st Wolverine story	750	2007
181/Ace	5	17
CGC 9.8 avg		30
182 △ ➥2nd Wolverine	100	311
183	12	45
184	10	
185	10	28
186	10	30
187	10	
188	10	67
189	10	45
190	10	30
191 △	8	55
192	8	33
193	8	49
194 △	8	27
195 ▽	8	40
196	8	41
197	8	51
198	8	36
198/30¢	20	
199	8	33
199/30¢	20	
200 ▲	11	40
200/30¢	30	
201	7	
201/30¢	20	
202	7	39
202/30¢	20	
203	7	28
204-205	7	
206	7	31
207	7	
208	7	28
209	7	
210	7	20
211	7	33
212	7	
212/35¢	15	
213	7	
213/35¢	15	
214	7	27
214/35¢	15	
215	7	
215/35¢	15	
216	7	
216/35¢	15	
217	7	
218	7	40
219-222	5	
223	5	19
224	5	22
225-230	5	
231	5	18
232	5	
233	5	22
234	5	
235	5	35
236-240	5	
241-248	4	
249	4	15
250	7	28
251-285	3	
286	4	
287-295	3	
296	5	
CGC 9.8 avg		23
297	4	
298-299	3	
300	4	
CGC 9.8 avg		35
301-302	3	
303	3	13
CGC 9.8 avg		21
304-313	3	
314	3	16
315-319	3	
320-323	2	
324	5	22
325	3	
326	4	
327-328	3	
329	2	
330 ➥1st McFarlane	5	19
331	5	22
332-334	5	
335	2	
336-339	3	
340 ▽	14	39
CGC 9.8 avg ➥vs. Wolverine		211
341	4	14
342-349	2	
350 ➥1st Dale Keown	5	18
351-371	2	
372	3	12
373	2	13
374-375	2	
376	2	12
377	3	12
CGC 9.8 avg		32
378	3	
379	2	11
380-384	2	
385	4	12
386	3	
387-391	2	
392	3	
393	4	11
394	3	
395-399	2	
400	3	
CGC 9.8 avg		23
401-417	2	
418	2	13
418/Variant	3	
419	2	
420	2	4
421-425	2	
425/Variant	4	
426-448	2	
449	8	16
450	5	
451-474	2	
Ann 1	115	408
Ann 2	40 △	141
Ann 3	25	96
Ann 4	25	189
Ann 5	9	36
Ann 6	7	25
Ann 7	9	47
Ann 8	5	19
Ann 9	3	
Ann 10	4	15
Ann 11	3	10
Ann 12-19	3	
Ann 20	4	
Ann '97-98	3	
Ashcan 1	1	

Incredible Hulk MARVEL, 1999 Cont'd from Hulk	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
12-20	3	
21-24	2	
25	3	25
26-33	2	
34 ▲	13	35
CGC 9.8 avg ➥Bruce Jones starts		68
35	6	21
36	5	15
CGC 9.8 avg		31
37	5	14
38	5	12
39	4	13
40	4	10
41	4	
CGC 9.8 avg		24
42-44	3	
45	3	11
46	3	
47-49	2	
50	5	12
CGC 9.8 avg		36
51	4	14
52	3	
53	3	10
54	3	9
55-63	2	
64	3	9
65-66	2	
67-72	3	
73-74	2	
75-76	4	
77-82	3	
83 ➥House of M	5	
83/Variant ➥2nd print	4	
84	3	
Ann 1999	5	
Ann 2000	4	
Ann 2001	3	

Incredible Hulk: The End MARVEL, 2002	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	6	
CGC 9.8 avg		76

Incredible Hulk Versus Quasimodo MARVEL, 1983	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	2	8

Incredible Hulk vs. Venom MARVEL, 1994	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	3	14

Incredible Mr. Limpet DELL, 1964	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	25	66

Inhumans MARVEL, 1975	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	8	32
2-4	4	
4/30¢	7	41
5	4	
6	3	
6/30¢	20	
7-9	3	
10	3	11
11	3	
11/35¢	15	
12	3	
12/35¢	15	
Special 1	4	

Intimates DC, 2005	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1-10	3	

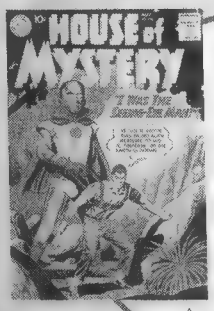
Invaders MARVEL, 1975	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1 ▽	18	59
2	10	39
3-4	6	
5	5	19
6	5	24
6/30¢	20	
7	5	29
7/30¢	20	
8-9	5	
10-12	4	
13	4	19
14-16	4	
17	4	18
17/35¢	7	
18	4	21
18/35¢	7	
19	4	
19/35¢	7	
20	5	
20/35¢	10	
21	3	
21/35¢	6	
22	4	19
23-25	4	
26 ▽	4	15
27	4	19
28-29	4	
30 ▽	4	17
31	3	
32	3	31
33	4	
34	3	
35	3	20
36-40	3	
41	4	
Ann 1 ▽	12	64

Iron Fist MARVEL, 1975	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1 △	35	148
2	12	35
3	10	38
4	8	29
4/30¢	20	
5	8	32
5/30¢	20	191
6	8	41
6/30¢	20	
7	8	45
8	8	47
9	8	49
10	8	41
11	8	44
12	8	44
13	8	39
13/35¢	10	
14 ▽ ➥1st Sabretooth	80	284
CGC 9.8 avg		1486
14/35¢	150	
15 ▲ ➥X-Men app	27	92
15/35¢	75	

Iron Ghost IMAGE, 2005	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1-2	3	

Ironjaw ATLAS SEABOARD, 1975	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	9	16
2	6	22
3	6	
4	8	35

Iron Man MARVEL, 1968	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1 ▽	250	852
2 ▽	60	189
CGC 9.8 avg		590
3	60	177
4	60	193
5 ▽	55	198
6 △	50	145
7 ▽	50	168
8 △	40	145
9	90	182
10	42	151
11	35	127
12	35	118
13	27	79



△ #104

HOUSE of MYSTERY

I Was the ...

A popular theme in fiction has been the first-person story which starts with the title: "I Was the ..." and goes from there. Science-fiction took things one step further, putting the protagonist into weird and strange situations, including the story in *HoM* #104.

image © 1960 DC

"Cellmate for a Monster"

"I Was the Seeing-Eye Man"

Alex Toth, Joe Kubert art

	101	102	103	104	105	106	107	108	109	110
	AUG 60	SEP 60	OCT 60	NOV 60	DEC 60	JAN 61	FEB 61	MAR 61	APR 61	MAY 61
NM Price	$45	$45	$45	$45	$45	$45	$45	$45	$45	$45

THE BOTTOM LINE

Motion Picture Comics #107 ★★½

© Fawcett

"Frisco Tornado"

Allan "Rocky" Lane plays his usual role of undercover lawman to solve a series of stage robberies outside of Bold Bluff.

After two issues with adaptations of higher-grade films, we're back to another action-filled 60-minute Republic "B" oater with Rocky Lane playing his usual secretive lawman's role. Eddy Waller, as the irrepressible Nugget Clark, makes this otherwise routine story noteworthy with comments about the heroine's newfangled typewriter such as, "Ain't that thing blown up yet? Don't know why I let you talk me into buying that contraption. Darned thing ain't human!"

Fawcett
Nov 1951 • 32 pp.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: Allan "Rocky" Lane

Best CGC copy: 9.6 — Then 10¢ NOW $75

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
14	27	119
15	27	82
16	27	144
17	27	96
18	25	75
19	25	91
20	25	104
21	20	82
22	20	64
23	20	65
24-25	20	
26	20	69
27	20	70
28 △	20	75
29	20	
30	20	51
31	15	
32	15	66
33-34	15	
35	15	69
36	15	62
37	15	64
38	15	
39	15	70
40	15	49
41	12	
42	12	53
43 ➥1st Guardsman	35	144
44	12	
45	15	54
46	15	59
47 ➥Barry Smith art	35	131
48-49	12	
50	12	44
51	17	55
52	10	
53	10	61
54	16	
55 ▽ ➥1st Thanos	110	406
56 ➥Starlin art	15	53
57	15	
58	15	35
59	15	
60	15	70
61	15	
62	15	71
63-65	15	
66	15	69
67	15	39
68	10	50
69-72	10	
73	10	31
74	10	40
75	10	30
76	10	54
77	10	30
78-79	10	
80	10	33
81	10	36
82	10	22
83	10	
84	10	35
85 ▽	10	23
85/30¢	20	
86	10	42
86/30¢	20	
87	10	
87/30¢	20	105
88	10	34
88/30¢	20	
89	10	34
89/30¢	20	
90-91	10	
92	10	19
93	10	28
94	10	35
95	10	24
96	10	29
97	10	39
98	8	32
99	8	30
99/35¢	15	
100	12	47
100/35¢	18	
101	7	
101/35¢	12	
102	7	
102/35¢	12	
103	7	
103/35¢	12	
104	7	47
105	7	32
106	7	
107	7	16
108	7	
109	7	35
110-113	7	
114	7	19
115-122	7	
123	7	18
124-125	7	
126	7	20
127	7	
128 ➥Alcoholism issue	7	33
129	7	24
130-149	5	
150	7	22
151-153	5	
154	7	17
155	5	
CGC 9.8 avg		25
156	5	19
157-159	5	
160	7	
161-170	5	
171-181	3	
182	4	
183-185	3	
186	4	
187-191	3	
192	4	
193-195	3	
196	3	16
197-200	3	
201-224	2	
225-232/A	3	
233	2	17
234	2	
235	2	17
236-237	2	
238	2	17
239-243	2	
244	3	
245-250	2	
251-257	1	
258-280	2	
281-282	3	
283-284	2	
285-287	1	
288	3	
289	1	
290	4	
291-299	1	
300	3	
300/Variant	4	
301-304	1	
305-310	2	
310/Collector's	3	
311-316	2	
317	3	
318-324	2	
325	3	
326-332	2	
Ann 1	27	133
Ann 2	20	89
Ann 3 ▽	10	32
Ann 4	4	
Ann 5-10	3	
Ann 11-13	2	
Ann 14-15	3	
Ashcan 1	2	

Iron Man
MARVEL, 1996
Heroes Reborn
1 . . . 3
1/Variant . . . 3
2-13 . . . 2

"Operation Beast-Slayer!"

"Prisoner of the Golden Mask"

Goes to 12¢

Gorilla cover

Alex Toth art

"The Secret of Mr. Doom"

111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
JUN 61	JUL 61	AUG 61	SEP 61	OCT 61	NOV 61	DEC 61	JAN 62	FEB 62	MAR 62	APR 62	MAY 62	JUN 62	JUL 62	AUG 62
NM Price $45	$45	$45	$45	$45	$45	$35	$35	$35	$45	$28	$28	$28	$28	$28

PRICE GUIDE KEY:
CGC INDICATORS

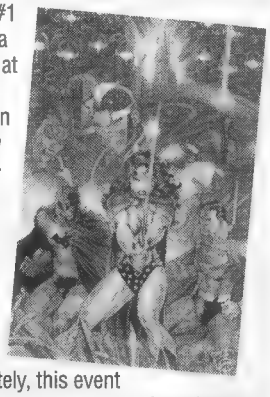
▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
▲ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

CBG Trendwatcher

Michael Tierney, Collector's Edition

HEATING UP

Marvel's *House of M* started slow and caught fire but never generated the heat that DC's crossover event has caused so far. While customers are now starting to exit the *House of M*, interest in the *Infinite Crisis* continues to grow. As a recent example, a Diamond representative called to confirm that my very large order on *Infinite Crisis* #1 ($3.99 cover price) was correct. An hour later, a customer called to ask if, when he camped out at my front door on the morning of its release, copies would still be available when I opened. In a year of big DC comics such as *Green Lantern* #1 and *All-Star Batman* #1, *Infinite Crisis* is going to be the biggie.



The impetus from the Big Two's crossover series have kept the traditional late August/early September sales downturn from being nearly so sharp. Another factor has been Hurricane Katrina, which has sent many displaced comics readers into town. I've heard many tales of tragic losses and hardships. Unfortunately, this event has also brought out a few scam artists. I had one person come into the store, claiming to be a Katrina survivor and asking for financial help, but she couldn't keep her lies straight. She later called, wanting to sell the comics she'd supposedly recovered from the flood, never guessing that Caller I.D. would reveal her relative's home to be Goodwill. It's a shame when others try to profit by pretending to be a disaster survivor. I offer my condolences and best wishes to all the survivors of the deluge that occurred along the Gulf Coast.

Key sales (all unslabbed):

KEY SALES

Amazing Spider-Man #53 FN $29.50
Amazing Spider-Man #58 VF $42
Amazing Spider-Man #239 VF (2nd Hobgoblin) $27
Amazing Spider-Man #300 FN $40
Amazing Spider-Man (Vol. 2) #36 NM $20
Avengers #57 FN+ $22.50
Batman #94 VG $95
Batman #166 VG $21
Detective Comics #247 GD $29.50
Incredible Hulk #340 VF+ $42
Marvel Family #39 VG $31
Superboy #114 FN+ $29
Superman's Pal Jimmy Olsen #80 FN+ $19
Ultimate Spider-Man #1 VF/NM $75
Ultimate Spider-Man #2 NM $28
Ultimate Spider-Man #3 NM $22
Ultimate Spider-Man #5 NM $35
Uncanny X-Men #137 NM $37.50
Uncanny X-Men #244 VF $24
Uncle Scrooge #177 VF $24
Wolverine (vol. 1) #4 NM $19
X-Men #1 GD- $110
X-Men #2 VG $280
X-Men #59 VG- $17.50
X-Men #64 FN+ (1st Sunfire) $49

House Picks

PUMPKIN PATCH

My top five Halloween/horror picks:

1. ***Walking Dead***
2. ***Tales from the Crypt*** Gladstone reprints
3. ***Vault of Horror*** Gladstone reprints
4. ***Haunt of Fear*** Gladstone reprints
5. ***Tomb of Dracula***

Michael Tierney *runs* ***Collector's Edition*** *in North Little Rock and* ***The Comic Book Store*** *in Little Rock, Ark. He can be reached at* ***cbsrock@swbell.net*** *or* ***(501) 791-4222.***

Meatcake #14

Want lots of deafening, spectacular explosions? Dangerous, high-speed car chases through crowded city streets? Tough, emotionless assassins with bigger arsenals than a third-world country?

FANTAGRAPHICS
WRITER:
DAME DARCY
ARTIST:
DAME DARCY
B/W • 32 Pgs.
$3.95

If so, don't look here.

Dame Darcy will have none of that in her comic. Acting like a woman who's appalled by the kinds of comics her husband or boyfriend or brother might read, she's motivated by reverse example to create her own comic, a female-friendly one of poetry and fables. And dolls. And witches. The only men to be found are incidental walk-on characters or bad guys. Her tales read like free verse with illustrations, but these illustrations are crude and don't always sufficiently embellish her words.

Like a group of neighborhood girls who have staged a takeover of the boys' treehouse, Darcy rips the "no girls allowed" sign down from a medium that has been dominated by the guys and stakes out her own girls-only hideout. But, as expected, a lot of the boys will just say "yuck" to this, and even some of the girls might be put off by its weirdness.

★★ **— Jim Johnson**

www.fantagraphics.com

Iron Man MARVEL, 1998

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	4	
1/Variant	4	
2	2	
2/Variant	3	
3-12	2	
13	3	
14-45	2	
46	4	
47-49	2	
50	3	
51-66	2	
67-83	3	
84	8	
➥Disassemble		
85	5	
86-89	3	
Ann '98-00	4	
Ann 2001	3	

Iron Man MARVEL, 2004

1	4	
2-4	3	

Iron Man & Sub-Mariner MARVEL, 1968

1	100	364

Iron Man: House of M MARVEL, 2005

1	5	
1/Variant	4	
➥2nd print		
2	3	

I Spy GOLD KEY, 1966

1	55	1005
2	40	
3-4	33	
5	33	158
6	33	

Jackpot Comics ARCHIE, 1941

1	3000	
2	1250	
3	1000	
4	3850	
➥Archie starts		
5	1600	
6	800	
7-8	450	
9	450	1585

Jamboree Comics ROUND, 1946

1	70	215
2	35	120
3	35	

Jingle Jangle Comics EASTERN COLOR, 1943

1	225	
2	200	
3	175	
4	150	
5-6	125	
7-9	100	
10-12	80	
13-15	75	
16-18	60	
19	50	67
20-25	50	
26-29	45	
30-35	40	
36-39	35	
40-42	30	

JLA DC, 1997

1	6	19
CGC 9.8 avg		51
2	4	13
3	4	11
4	4	
5	4	14
6	4	
7-15	3	
16-40	2	
41	3	
42-49	2	
50	4	
51-74	2	
75	4	
76-99	2	
100	4	
101-106	2	
➥Post ID Crisis		
107-108	5	
➥Post ID Crisis		
109-114	2	
115	10	
➥ID Crisis follow-up		
116-117	3	
1000000	2	
Ann 1	6	
Ann 2	5	
Ann 3	4	
Giant 1-3	5	

JLA/Avengers MARVEL, 2003
Also see Avengers/JLA

1	7	13
CGC 9.8 avg		19
3	6	
CGC 9.8 avg		18
3/2nd	7	

JLA: Classified DC, 2005

1	5	
2-10	3	

Joe Palooka HARVEY, 1945

1	240	
2	160	
3-4	90	
5	135	
➥Simon/Kirby issue		
6-7	95	
8-10	75	
11-14	55	
15	75	
➥Humphrey origin		
16-20	55	
21-30	44	
31-44	38	
45-51	32	
52-59	28	
60	28	121
61	26	
62	42	
63-80	26	
81-115	24	
116-118	34	

John Carter, Warlord of Mars MARVEL, 1977

1	8	20
CGC 9.8 avg		61
1/35¢	15	
2	4	
2/35¢	8	
3	3	
3/35¢	8	
4	3	
4/35¢	8	
5	3	
5/35¢	8	
6-28	3	
Ann 1-3	2	

Johnny the Homicidal Maniac SLAVE LABOR, 1995

1	13	
2	9	
3	7	
4	6	
5	5	
6-7	4	
Special 1	20	

Johnny Thunder DC, 1973

1	12	31
2-3	8	

Joker DC, 1975

1	16 ▽	44
2	12	26
3	8	
4	8	24
5	8	
6	7	
7	7	47
8	7	
9	7	30

Jonah Hex DC, 1977

1	28 ▽	105
2	10	36
3-4	7	
5	7	27
6	6	35
7	7	37
8	7	34
9-10	5	
11-20	4	
21-22	3	
23	3	31
24-92	3	

Journey into Mystery MARVEL, 1952

-1	2	
1	3100	84
2	950	
3-4	700	
5	800	
6-9	450	
10	450	19
11	450	
12	350	25
13-17	350	
18	350	24
19-22	350	
23-32	225	
33	250	
34-40	225	
41-49	200	
50	160	
51-61	155	
62	250	
63-71	145	
72	140	
73	200	
74-81	140	
82	160	
83	4500	
➥1st Thor		
83/Golden	60	238
84	725	
85	450	
86	400	
87	600	3145
88	250	
89	300	
90	150	
91-92	130	
93	160	
94-95	130	
96	130	1562
97	325	1632
98	120	
99	105	
100	115	
101	150	1338
102-104	75	
105	75	800
106	75	1116
107-108	75	
109	90	
110-111	75	
112	210	3751
➥Thor vs. Hulk		
113	75	995
114	75	
115	90	
116	75	
117	70	706
118	70 ▽	845
119-120	70	
121	70	265
122	70	1118
123	70	
124	70	237
125	70	
503-521	2	
Ann 1	150	1179

Journey into Mystery MARVEL, 1972

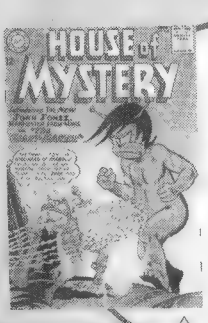
1	17	69
2-3	7	
4-5	6	
6-19	5	

JSA DC, 1999

1	5	20
CGC 9.8 avg		22
2-36	3	
37	4	
38-49	3	
50	4	
51-57	3	
58	4	
59-66	3	
67	7	
➥Identity Crisis tie		
68	5	
69-70	4	
71	3	
72	4	
73	5	
➥Inf. Crisis tie		
74	4	
➥Inf. Crisis tie		
75-76	3	
Ann 1	5	

JSA: All Stars DC, 2003

1-6	3	
7	4	
8	3	



△ #143

HOUSE of MYSTERY

The Martian moves in

Introduced in *Detective Comics* #225 (Nov 55), J'onn J'onnz, the Manhunter from Mars, was a back-up feature in that title for several years, was a founding member of the Justice League of America, and finally found himself in *House of Mystery* with #143.

image © 1964 DC

THE BOTTOM LINE

RETROVIEW

Motion Picture Comics #108 ★★★

"Mask of the Avenger"

Renato DiMorna picks up the legendary sword of the Count of Monte Cristo and avenges his father's death during a war between Italy and Austria.

"Monte Cristo fights again! Loves again! Thrills again!" is the blurb on the inside front cover, and that pretty much sums up this little "Zorro-in-Europe" swashbuckler, an 83-minute mini-epic from Columbia. Well before he became a director, handsome John Derek (later Bo's husband) played adventurous roles such as this. Comic books like this one, starring a different sort of costumed hero, helped bridge the gap between the Golden and Silver Ages.

Fawcett
Jan 1952 • 32 pp.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: John Derek, Jody Lawrance

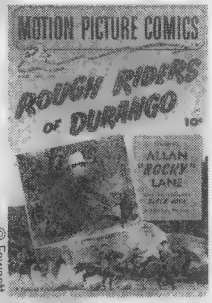
© Fawcett

Near Mint copy 9.6 Then 10¢ NOW $60

"Beware My Invisible Master!" "The Secret Prisoner of Darkmoor Dungeon"

NM Price	126 SEP 62	127 OCT 62	128 NOV 62	129 DEC 62	130 JAN 63	131 FEB 63	132 MAR 63	133 APR 63	134 MAY 63	135 JUN 63
	$28	$28	$28	$28	$28	$22	$22	$22	$22	$22

Motion Picture Comics #109 ★★★



©Fawcett

Fawcett
Mar 1952 • 32 pp.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: Allan "Rocky" Lane

"Rough Riders of Durango"

Allan "Rocky" Lane avenges the death of a friend in this action-filled role as a "bank courier" who constantly shows he is equally handy with both of his guns and both of his fists.

We're back to a long-forgotten 60-minute Republic Western, in which Lane proves to be a lot more than the bank courier he is labeled. This grim, violent story would never have passed the Comics Code a few years later, but it works well in the pre-Code era. The villain of the piece, played by little-known Steve Darrell, is a harness maker instead of the usual crooked banker or landowner. Lane, as usual, is never left holding the bag — he foils a plot to hide $40,000 in a sack of grain.

Base CGC copy: **7.0** **Then 10¢ NOW $60**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
JSA: Classified		
DC, 2005		
1/Conner	7	
1/Hughes	10	
1/Sketch	5	
➥Hughes, 2nd print		
Judo Girl		
ALIAS, 2005		
0/Conv	8	
1/Balan	3	
1/Taylor	4	
2/Balan	3	
2/Taylor	4	
3/Balan	3	
3/Taylor	4	
4/Balan	3	
4/Miller	4	
Jungle Action		
MARVEL, 1972		
1	15	48
2-4	7	
5	35	123
➥Black Panther begins		
6	12	76
7	8	
8	15	55
9	7	
10-12	6	
13	6	25
14	6	30
15-16	6	
17-21	5	
21/30¢	20	
22	5	
22/30¢	20	
23-24	5	
Jungle Comics		
FICTION HOUSE, 1940		
1	4000	
2	1500	
3-4	1250	
5	1500	
6	650	
7	600	
8-10	545	
11-15	475	
16-20	425	
21-25	370	
26-30	340	
31-35	290	
36-40	250	
41-50	215	
51-60	200	
61-70	180	
71-80	165	
81-90	150	
91-97	140	
98	210	
99-100	140	
101-108	130	
109	130	307
110	130	
111-130	125	
131-150	115	
151-163	100	
Jungle Jim		
STANDARD, 1949		
11	60	
12-13	40	
14	40	105
15	40	
16-20	35	
Justice		
DC, 2005		
1/Heroes	5	
1/Villains	4	
Justice, Inc.		
DC, 1975		
1	3	13
2-4	2	
Justice League		
DC, 1987		
1	6	
2	3	
3	3	32
3/Ltd	10	50
4	3	
5-6	2	
Ann 1	3	
Justice League Adventures		
DC, 2002		
1	3	15
2-34	2	
Justice League America		
DC, 1989		
0-50	2	
51-68	1	
69	3	25
70-99	2	
100	3	
100/Variant	4	
101-113	2	
Ann 4-8	3	
Ann 9	4	
Ann 10	3	
Special 1-2	2	
Justice League Elite		
DC, 2004		
1	4	
2-11	3	
Justice League of America		
DC, 1960		
1	5000	
2	1250	
3	1000	
4	700	
5	600	
6-8	400	
9	1000	3888
➥JLA origin		
10	400	
11-15	250	
16-20	225	
21	350	
➥Earth-2 visit		
22	325	
23-30	150	
31	100	658
32	90	235
33	90	
34	75	291
35-36	75	
37	125	381
➥Supes vs. Cap. Mrv.		
38	125	495
39	125	
40	75	
41	75	266
42	60	
43	60	298
44	60	
45	60	339
➥1st SA Sandman		
46	110	
➥JSA app		
47	95	336
48	140 ▽	403
➥Giant issue		
49	60	
50	60	216
51-52	60	
53	55	203
54	55	237
55	115	426
➥JSA team-up		
56	100	350
➥JSA team-up		
57-59	55	
60	55	208
61	55	178
62	55	
63	45	143
64	45	183
65	45	129
66	45	210
67	60	
➥Giant		
68	50	155
69	45	112
70	45	256
71	45	
72	45	227
➥Giant		
73-77	35	
78	35	126
79	35	
80	35	127
81	35	
82	45	152
➥G.A. Batman app.		
83-84	30	
85	40	136
➥Giant		
86	25	
87	25	91
88	25	
89	25	93
90	25	
91	35	145
92	32	131
93	25	
➥Giant		
94	60 ▽	204
➥Sandman origin		
95	20	139
96	20	71
97	20	71
98	20	91
99	20	
100	65	241
101-102	20	
103	20	67
104-106	20	
107	25	81
108	25	76
109	20	
110	25	
111	25	118
112-113	25	
114	25	127
115	25	
116	25	89
117-119	15	
120	15	40
121-123	15	
124	15	53
125	15	
126-127	10	
128	10	29
129-130	10	
131	10	36
132	10	17
133-135	10	
136	10 △	48
137	20	72
138	7	30
139	7	
140	7 △	30
141-146	7	
147	7 △	32
148	7	
149	7	37
150	7	36
151	5	28
152	5	25
153	5	
154	5	25
155-156	5	
157	5 △	40
158	5	
159	5	35
160-192	5	
193	5 △	20
194-199	5	
200	7	25
201	3	
202	3	12
203-217	3	
218	4	
219	3	
220	4	
221-226	3	
227	4	
228-260	3	
261	4	
Ann 1	5	
Ann 2-3	4	
Justice Society Returns		
DC, 2003		
1	20	
Kabuki		
MARVEL, 2004		
1	4	
1/Variant	5	
2-4	3	
4/Hughes	4	

CBG Trendwatcher

John Tinkess, Another Dimension

The heat seems to be at DC these days as its three new launches for this month — *Justice*, *Supergirl*, and *JSA Classified* — all sold far beyond our best expectations.

HEATING UP

With the *Infinite Crisis* tie-ins, DC took seven of the top 10 spots on our sales charts in August.

House of M sales continued to grow each month and sales of the tie-in issues have improved, but Marvel's event didn't manage to match the excitement of DC's. Heightened interest in the DC universe has now expanded well beyond the event itself, and we're seeing phenomenal demand for all things DC. *Justice* #1 was our best-selling book of the month, with *Supergirl* #1 following not far behind.

The *Ultimate* annuals sold much better than expected. When annuals were produced a few years ago, the quality generally wasn't as good as the monthly, and they usually sold half or less of the regular title's sales. The *Ultimate* annuals seem to have proven that it isn't the format that's to blame and that annuals will sell well if the quality is there.

House Picks

This month we take a look at top Halloween picks:

Batman: The Long Halloween
Simpsons Halloween Spooktacular
Nocturnals
Scary Godmother
Nightmare Before Christmas

John Tinkess *runs* ***Another Dimension*** *in Calgary, Alberta. He can be reached at* ***comics@another-dimension.com*** *or* ***(403) 283-7078****.*

"The Secret of the Stolen Faces" — Martian Manhunter begins — "The Secret of the Purple People" — Alex Toth art

	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150
	JUL 63	SEP 63	OCT 63	DEC 63	JAN 64	MAR 64	APR 64	JUN 64	JUL 64	SEP 64	OCT 64	DEC 64	JAN 65	MAR 65	APR 65
NM Price	$22	$22	$22	$22	$22	$22	$22	$175	$75	$50	$50	$50	$50	$50	$50

PRICE GUIDE KEY:
OTHER CGC GRADES

Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4
CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

Midori Days Vol. 1

Seiji, a high-school tough guy whom everyone fears, secretly pines for the love of a girlfriend. Then, he wakes up one morning to discover his right hand is now a girl named Midori from his class who's secretly had a crush on him. He's horrified by this existential nightmare; she's ecstatic to finally be close to him; and high-concept premises have seldom been this high.

VIZ
WRITER:
KAZUROU INOUE
ARTIST:
KAZUROU INOUE
B/W • 200 Pgs.
$9.99

Desperate to keep this humiliating situation a secret, Seiji has to figure out how to both beat up bad guys and navigate going to the bathroom with a girl for a hand, while the "real" Midori (who's fabulously wealthy, even by the standards of manga fantasy rich people) lies in a coma.

It isn't until the end of Volume One that anyone (a classmate of Midori's who, of course, hopelessly loves her) even comes close to suggesting a way out of this mess. Admittedly, it's well done and gets points for originality, but Kafka turned into a romantic comedy remains a supremely creepy concept.

★★ — **S.A. Bennett**

www.viz.com
ISBN: 1-59116-905-4

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Kamandi Last Boy on Earth
DC, 1972
1 . . . . . 20 ▲ 75
2 15
3 . . . . . 10 45
4 . . . . . 8 38
5 . . . . . 8 32
6-8 8
9 . . . . . 8 43
10 . . . . . 8 43
11 7
12 . . . . . 7 31
13-14 7
15 . . . . . 7 29
16-17 7
18 . . . . . 7 32
19 7
20 6
21 . . . . . 6 22
22 6
23 . . . . . 6 36
24-25 6
26 . . . . . 6 40
27 . . . . . 6 37
28 6
29 . . . . . 6 31
30 . . . . . 6 35
31 . . . . . 6 ▽ 19
32 . . . . . 6 37
33-34 6
35 . . . . . 6 37
36 . . . . . 6 30
37 6
38 . . . . . 6 17
39-40 5
41-59 4

Karate Kid
DC, 1976
1 . . . . . 12 46
2-3 7
4-15 5

Karney
IDEA & DESIGN WORKS, 2005
1-4 4

Ka-Zar
MARVEL, 1970
1 . . . . . 35 ▽ 120
2 15
3 . . . . . 15 109

Ka-Zar
MARVEL, 1974
1 . . . . . 17 59
2 . . . . . 7 24
3-7 5
8-11 3
12 . . . . . 3 35
13-14 3
15 . . . . . 3 19
15/30¢ 20
16 3
16/30¢ 20
17 3
17/30¢ 20
18-20 3

Ka-Zar the Savage
MARVEL, 1981
1 . . . . . 5 21
2-34 2

Ken Maynard Western
FAWCETT, 1950
1 375
2 265
3 185
4 165
5 . . . . . 165 171
6-8 150

Kid Eternity
QUALITY, 1946
1 . . . . . 560 981
2 290
3 250
4-5 175
6-10 135
11-18 . . . 105

Killraven
MARVEL, 2001
1 . . . . . 3 10

King Conan
MARVEL, 1980
1 . . . . . 5 △ 22
2-10 2
11-19 1

Kingdom
DC, 1999
1-2 3

Kingdom Come
DC, 1996
1-3 5
4 . . . . . 5 18

King Kong
GOLD KEY, 1968
1 12

Kiss Kiss Bang Bang
CROSSGEN, 2004
1 3
CGC 9.8 avg 19
2-5 3

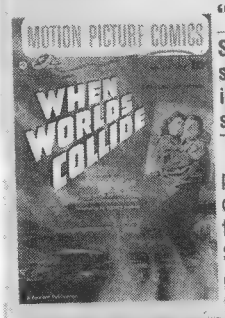
Kobra
DC, 1976
1 . . . . . 9 29
2-7 3

Koichak: Tales of the Night Stalker
MOONSTONE, 2004
1-6/A cover . . 4
1-6/B cover . . 4

Kong the Untamed
DC, 1975
1 . . . . . 9 30
2-5 3

Korak, Son of Tarzan
GOLD KEY, 1964
1 65
2-5 45
6-11 30
12-18 25
19-37 20
38-45 17
46 . . . . . 17 ▽ 61
47-51 15
52-59 10

RETROVIEW
Motion Picture Comics #110 ★★★



Fawcett
May 1952 • 32 pp.
Writer: Uncredited
Pencils: George Evans
Inks: Al Williamson
Cover photo: Richard Dix, Barbara Rush

"When Worlds Collide"

Scientists and other heroes race to save a handful of people and animals in this interplanetary version of the story of Noah's Ark.

Human nature is effectively explored in producer George Pal's film, described as "one of the best science-fiction films of the 1950s" by John Stanley in the *Creature Feature* movie guide series. This comic-book adaptation is a solid effort — especially the art — and certainly one of the best of Fawcett's two movie titles, yet much of what made the movie work is lost in translation in favor of the comic-book version emphasizing gory special effects.

© Fawcett

Near Mint copy 9.4 Then 10¢ NOW $215

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Kull and the Barbarians
MARVEL, 1975
1 . . . . . 16 △ 61
2 . . . . . 4 38
3 5

Kull the Conqueror
MARVEL, 1971
1 . . . . . 20 75
2 . . . . . 12 40
3 . . . . . 8 24
4 . . . . . 8 38
5 . . . . . 7 36
6-7 5
8 . . . . . 5 28
9 . . . . . 5 51
10 5

Kull the Conqueror
MARVEL, 1982
1 5
2 3

Kull the Destroyer
MARVEL, 1973
11-13 2
14 . . . . . 2 28
15-16 2
16/30¢ 20
17-21 2
21/35¢ 15
22 2
22/35¢ 15
23 2
23/35¢ 15
24-29 2

Lackluster World
GEN: ERIC PUBLISHING, 2005
1-3 4

Lady Death
CHAOS!, 1998
1 . . . . . 7 25
1/Ltd. 9
2-5 3
5/Variant 4
6-16 3

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Lancelot Link, Secret Chimp
GOLD KEY, 1971
1 . . . . . 30 102
2 17
3-8 10

Land of the Giants
GOLD KEY, 1968
1 . . . . . 30 112
2 18
3-5 15

Last Hero Standing
MARVEL, 2005
1-5 3

Laurel and Hardy
DELL, 1962
1 30
2 20
3 . . . . . 20 64
4 20

Leading Comics
DC, 1941
1 3500
2 1100
3 850
4-5 675
6-9 580
10 . . . . . 580 1100
11-15 . . . 440
16-22 70
23 110
24-30 55
31-41 40

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

League of Extraordinary Gentlemen
DC, 1999
1 . . . . . 8 28
CGC 9.8 avg 52
1/Variant 5
2 5
3-5 4
5/Recall . . . 65 226
6 4

League of Extraordinary Gentlemen
AMERICA'S BEST, 2002
1-6 4

Legend
DC, 2005
1-3 6

Legend of Isis
ALIAS, 2005
1 4
1/B cover . . . 3
1/C cover . . . 4
2-3/A cover . . 3
2-3/B cover . . 4

Legends
DC, 1986
1-5 2
6 3

L.E.G.I.O.N.
DC, 1989
1-49 3
50 4
51-69 2
70 3
Ann 1-5 4

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

△ #156

Get your dialing finger ready

While they wouldn't solicit heroic creations from readers just yet, DC introduced its "Dial 'H' for Hero" series in *House of Mystery* #156 (Jan 66). Young Robby Reed could become various superheroes by dialing H-E-R-O on a magical dial.

Image © 1966 DC

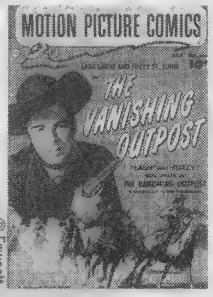
1st Robby Reed

Robby Reed becomes Plastic Man

	151	152	153	154	155	156	157	158	159	160
	JUN 65	JUL 65	SEP 65	OCT 65	DEC 65	JAN 66	MAR 66	APR 66	JUN 66	JUL 66
NM Price	$50	$50	$50	$50	$50	$75	$50	$50	$50	$90

THE BOTTOM LINE

Motion Picture Comics #111 ★★★



© Fawcett

Fawcett
Jul 1952 • 32 pp.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: Lash LaRue

"The Vanishing Outpost"

Lash LaRue, playing a roving marshal and accompanied by consistently amusing sidekick Fuzzy St. John, goes after both wildly wicked bosses of the Johnson-Taggart gang.

This hour-long epic for Monogram is by far the most obscure film chosen for adaptation in the 35 issues of Fawcett's two-title movie series. But the comic book emerges as one of the best of the run. The story is a simple chase tale, but it would have been hard to pack more action into 32 pages, and the ghost-town sequences are especially effective. St. John's genius for comic relief, which revolves around a toothache in this story, is pretty much lost in the comic book.

Last CGC copy: 9.4 **Then 10c NOW $90**

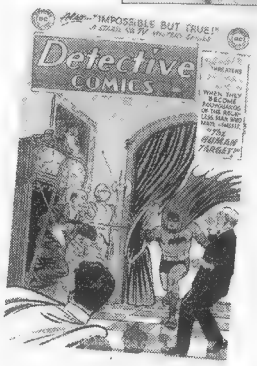
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Legion DC, 2001		
1-24	3	
25	4	
26-38	3	
Legionnaires DC, 1993		
0	2	
1	3	
2-49	2	
50	4	
51-64	2	
65-80	3	
1000000	4	
Ann 1-3	5	
Legion of Monsters MARVEL		
1	35	124
Legion of Super-Heroes DC, 1973		
1	15	52
2	8	
3	7	14
4	7	24
Legion of Super-Heroes DC, 1980		
259	4	
260-270	3	
271-296	2	
297	3	
CGC 9.8 avg		20
298-313	2	
Ann 1-3	3	
Legion of Super-Heroes DC, 1984		
1	5	
2-5	4	
6-36	2	
37	5	
38	5	14
39-63	2	
Ann 1-4	3	
Legion of Super-Heroes DC, 1989		
0	2	
1	3	
2-37	2	
38	3	
39-49	2	
50	4	
51-53	2	
54-99	3	
100	6	
101-108	2	
109-123	3	
1000000	4	
Ann 1	5	
Ann 2-7	3	
Legion of Super-Heroes DC, 2005		
1	4	
2-8	3	
Leonardo Teenage Mutant Ninja Turtle MIRAGE, 1986		
1	4	16
Liberty Comics GREEN, 1945		
5-9	125	
10	90	
11	90	215
12-15	90	
Limited Collectors' Edition DC, 1973		
C-20	32	
➡Rudolph		
C-21	16	
C-22	14	
C-23	16	
C-24	26	
➡Rudolph		
C-25	28	
➡Batman		
C-27	16	
C-29	10	
C-31	15	
C-32	10	
C-33	16	
C-34	12	
C-35	10	
C-36	16	
C-37	20	
➡Batman		
C-38-C-39	10	
C-40	12	
C-41-C-43	10	
C-44	12	
C-45-C-47	10	
C-48	12	
C-49-C-50	10	
C-51	12	
C-52	10	
C-57-C-59	14	
Lions, Tigers & Bears IMAGE, 2005		
1-3	3	
Little Audrey HARVEY, 1945		
25	125	
26-29	75	
30-40	50	
41	40	149
42-53	40	
Little Dot's Uncles and Aunts HARVEY, 1961		
1	70	
2	42	138
3	42	
4-5	36	
6-10	28	
11-35	22	
36-52	14	
Little Lulu DELL, 1948		
1	600	
2	300	
3	225	
4-5	200	
6-10	165	
11-20	125	
21-30	105	
31-38	90	
39	125	
40	90	
41-50	70	
51-60	60	
61-70	55	
71-80	45	
81-90	40	
91-99	35	

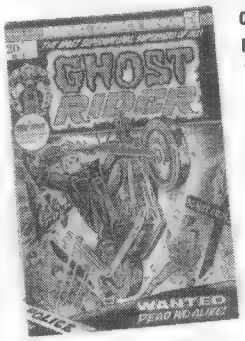
CBG Trendwatcher

Chuck Rozanski, Mile High Comics

Top Golden and Silver Age sold (all unslabbed):

1. *Amazing Fantasy* #15 in G, $3,200
2. *X-Men* #1 in G, $1,300
3. *Action Comics* #99 in F, $294
4. *Congo Bill* (1954) #5 in G, $248
5. ***Detective Comics* #201 in F, $240** ➡
6. *Star Spangled Comics* #16 in G, $197
7. *John Wayne Adventure Comics* #6 in VG, $191
8. *Savage Tales* #1 in VF, $171
9. *Action Comics* #110 in VG, $163
10. *Mad* #8 in VG, $157



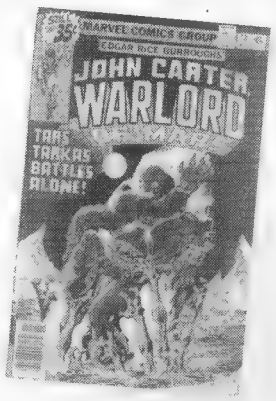


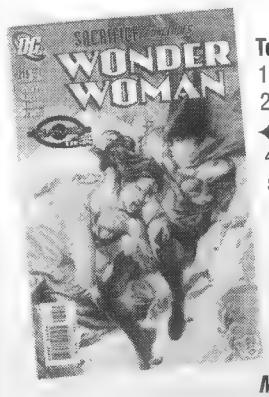
Top Modern comics sold (all unslabbed):

1. *Giant-Size X-Men* #1 in VF, $683
2. ⬅ ***Ghost Rider* (1973) #1 in VF, $236**
3. *New Avengers* #1 (McNiven) in NM, $163
4. *Hulk* #180 in F, $120
5. *G.I. Joe* #155 in VF, $112
6. *X-Men* #96 in VF, $109
7. *X-Men* #105 in VF, $104
8. *X-Men* #107 in NM, $104
9. *Amazing Spider-Man* #100 in F, $100
10. *Dark Horse Presents* #51 (signed) in VF, $96

Top CGC-graded comics sold:

1. *Hulk* #181 in 9.0, $925
2. *Amazing Spider-Man* #17 in 6.5, $600
3. *Hulk* #181 in 8.0, $550
4. *Conan* (1st series) #3 in 9.2, $255
5. *Strange Tales* (1951) #115 in 5.5, $236
6. ***John Carter, Warlord of Mars* #18 in 9.8, $223**
7. *Wolverine* (1988) #1 in 9.8, $211
8. *Invaders* (1975) #22 in 9.8, ➡ $118
9. *Invaders* (1975) #28 in 9.8, $118
10. *Marvel Two-in-One* #39 in 9.8, $100





Top-selling comics (listed by unit leaders):

1. *New Avengers* #8
2. *Animal Man* (1988) #24
3. ⬅ ***Wonder Woman* (2nd series) #219**
4. *Captain America* (2004) #2
5. *Villains United* #4
6. *New Avengers* #7
7. *Ultimate Spider-Man Annual* #1
8. *OMAC Project* #2
9. *Secret Origins* (1986) #1
10. *House of M* #5

Chuck Rozanski *is the founder and owner of* ***Mile High Comics*** *in Denver. He can be reached at (800) 676-6423 or* ***www.milehighcomics.com****.*

1st Gem Girl ▼ | Last Martian Manhunter ▼ | Mystery resumes ▼ | 1st Cain ▼

	161 SEP 66	162 OCT 66	163 DEC 66	164 JAN 67	165 MAR 67	166 APR 67	167 JUN 67	168 JUL 67	169 SEP 67	170 OCT 67	171 DEC 67	172 FEB 68	173 APR 68	174 JUN 68	175 AUG 68
NM Price	$35	$32	$32	$32	$32	$32	$32	$32	$32	$32	$32	$32	$32	$50	$45

PRICE GUIDE KEY: OTHER GRADES — **Unslabbed (loose) Very Fine/Near Mint** is **5/6** (83%) of the unslabbed NM price above · **Fine (F)** is **1/3** (33%) of NM · **Very Good (VG)** is **1/5** (20%) of NM · **Very Fine (VF)** is **2/3** (67%) of NM · **Good (G)** is **1/8** (12.5%) of NM

Mome #1

Fantagraphics would very much like its new comics anthology to be an upscale collision between the underground *Zap* and a literary journal like *McSweeney's*. Like *Zap*, it features the same artists every volume, and, as with *McSweeney's*, Fantagraphics is hoping *Mome* will become a brand name for the new bookstore crowd looking for unconventional comics. Unfortunately, while the production values are first-rate, the contents are mostly lacking in both energy and authority.

FANTAGRAPHICS
WRITERS:
VARIOUS
ARTISTS:
VARIOUS
B/W AND COLOR
136 PGS.
$14.95

While there are several experiments in subject matter and medium, most of the pieces here are indifferent variations on the self-indulgent theme of "look at me." Reading both "Life with Mr. Dangerous" (our protagonist struggles to have a feeling, and it's only part one!) and the black-and-white "Dance with The Ventures" (someone with too much time on his hands goes through somebody's garbage) is like being stuck in an unventilated closet with not particularly nice strangers. The highlights are definitely the contributions by Sophie Crumb, the best of them being "Tanya," an assured piece of comics biography.

★★ — **S.A. Bennett**

www.fantagraphics.com
ISBN: 1-56097-650-0

RETROVIEW

Motion Picture Comics #112 ★★★½

Fawcett
Sep 1952 • 32 pp.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: Jon Hall, Christine Larson, Jay Silverheels

"Brave Warrior"

A white frontiersman, blood brother to Chief Tecumseh, returns to the Indiana Territory in 1811 to combat a plot by renegade Indians and the British in the days before the War of 1812.

Leonard Maltin's review series calls this 73-minute Columbia cheapie "inept," but the story works well in comic-book form, right down to its sobering finish. The tale has an unusually moody ending, in which Tecumseh — played by Jay Silverheels, best known as The Lone Ranger's companion Tonto — must leave his friends and the white woman he loves to follow his tribe after renegades burn the frontier town of Tippecanoe.

© Fawcett

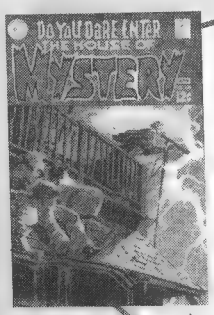
Then CGC copy: 9.4 — Then 10¢ NOW $50

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Little Lulu CONTINUED		
100	50	
101-120	30	
121-140	28	
141-160	25	
161-164	20	
165 ➥...in Pans	70	148
166 ➥Christmas Diary	70	
167-180	20	
181-200	15	
201-220	9	
221-240	6	
241-250	4	
251-257	3	
258-259	12	
260 ➥Sold only in packs	325	
261 ➥Sold only in packs	45	
262-265 ➥Sold only in packs	12	
266-268 ➥Sold only in packs	15	
Little Star ONI, 2005		
1-2	3	
Little Stooges GOLD KEY, 1972		
1	16	
2	12	
3	12	23
4-7	9	
Livewires MARVEL, 2005		
1-6	3	
Logan's Run MARVEL, 1977		
1	5	23
2-5	2	
6 ➥Thanos back-up	4	53
6/35¢ ➥Thanos back-up	15	
7	2	
7/35¢	15	
Loki MARVEL, 2004		
1 CGC 9.8 avg	12	42
2	6	
3-4	4	
Lone Ranger DELL, 1948		
1	660	
2	360	
3	265	403
4-5	230	
6-7	195	
8 ➥Lone Ranger origin	275	
9-10	195	
11-20	138	
21-30	100	
31-40	75	
41-50	58	
51-60	50	
61-70	48	
71-80	38	
81-100	34	
101-111	30	
112	55	
113-117	45	
118	50	
119-145	45	
Lone Ranger in Milk for Big Mike DELL, 1955		
1	90	37
Lone Wolf and Cub FIRST, 1987		
1	6	18
2-3	4	
4-38	3	
39 ➥Giant-size	6	
40	3	
41-49	4	
Lost in Space INNOVATION, 1991		
1-12	3	
13	4	
13/Gold	5	
14-18	3	
Ann 1	3	26
Ann 2	3	
Special 1-2	3	
Love & Rockets FANTAGRAPHICS, 2001		
1	6	
2-9	4	
10	6	
11-14	5	
Lucifer DC, 2000		
1	4	
2-49	3	
50	4	
51-65	3	
Lullaby: Wisdom Seeker IMAGE, 2005		
1-4	3	
1-2/B cover	4	
Machine Man MARVEL, 1978		
1	3	21
2-6	2	
7	2	14
8-17	2	
18 ➥Alpha Flight app.	2	20
19 ➥1st Jack O'Lantern	13	
Mad E.C., 1952		
1	5000	
2	1250	
3	725	2619
4	700	2200
5 ➥Low distribution	1200	
6-11	525	
12-18	425	
19	425	780
20	300	
21	300	435
22	300	782
23	300	1113
24 ➥1st magazine issue	785	
25	300	
26-27	250	
28-29	225	
30	350	
31	200	
32	175	589
33	165	
34-35	140	
36-40	110	
41-45	80	
46	80	363
47-50	80	
51	60	
52	60	215
53-60	60	
61-70	48	
71-80	36	
81-100	32	
101-120	18	
121	22	
122	18	
123-140	15	
141-150	12	
151-160	9	
161-170	8	
171-189	7	
190-200	5	
201-220	4	
221-260	3	
261-265	2	
266	2	18
267-342	2	
343-417	3	
418-457	4	
Mad Follies E.C., 1963		
1	250	
2	200	
3	150	
4	100	180
5-7	100	
Mad Super Special E.C., 1970		
1	90	
2	54	
3-5	44	
6-10	38	
11	26	
12	26	61
13-15	26	
16-20	20	
21-25	16	
26-30	12	
31-40	10	
41-50	6	
51-60	5	
61-135	4	
Magneto & Magnetic Men MARVEL, 1996		
1	2	14
Magnus, Robot Fighter GOLD KEY, 1963		
1	200	
2-3	125	
4-10	60	
11-13	35	
14	35	91
15	35	
16	35	125
17-20	35	
21-28	20	
29-45	10	
46	10	
Magnus Robot Fighter VALIANT, 1991		
0/card	40	32
0/no card	30	
1 CGC 9.8 avg	10	24 107
2	8	12
3	5	7
4 ▽	5	5
5	6	9
CGC 9.8 avg ➥Flip-book with Rai #1		84
6	6	11
7-8	4	
9-10	3	
11	6	
12 ➥1st Valiant Turok	20	24
13-16	3	
17-21	2	
21/Gold	20	
22-25	2	
25/VVSS	15	
26-35	1	
36	2	
37-43	1	
44	3	
45-54	2	
55-57	3	
57/error	10	
58-60	3	
61-62	4	
63	5	
64	12	21
YB 1	5	
Majestic DC, 2005		
1-8	3	
Man-Bat DC, 1975		
1	10	32
2	4	17
Man from U.N.C.L.E. GOLD KEY, 1965		
1	150	
2	75	
3-5	50	
6-19	35	
20	35	124
21-22	25	
Manhunter DC, 2004		
1-4	3	
5 ➥Identity Crisis tie	4	

CBG PRICE GUIDE FAQ

Commonly-used abbreviations in the *CBG* price guide include:

Conv: Convention issue.
DF: Dynamic Forces officially licensed autographed comic.
Golden: Golden Record.
VVSS: Valiant Validated Signature Series; comics autographed on the cover by the creators and packaged with a certificate of authenticity.



△ #179

HOUSE of MYSTERY

Oh, brother!

In a return to the classic horror comics and shows of the 1950s, DC returned both *House of Mystery* and *House of Secrets* to a more supernatural format in late 1968. *HoM* and *HoS* each gained a host as well, in the form of Cain and Abel, respectively.

Image © 1968 DC

1st Bernie Wrightson work — Goes to 15¢ — Satanic cover

	176	177	178	179	180	181	182	183	184	185
	OCT 68	DEC 68	FEB 69	APR 69	JUN 69	AUG 69	OCT 69	DEC 69	FEB 70	APR 70
NM Price	$24	$24	$45	$60	$25	$25	$18	$25	$18	$30

Motion Picture Comics #113 ★★

© Fawcett

Fawcett
Nov 1952 • 32 pg.
Writer: Uncredited
Pencils: Kurt Schaffenberger
Inks: Schaffenberger
Cover photo: George Murphy, Finlay Currie, Virginia Gilmore

"Walk East on Beacon"

FBI agents foil a plot against a foreign-born scientist who has developed a computer to help make possible a satellite program for the United States.

In contrast to *Brave Warrrior*, Leonard Maltin calls this Columbia film a "good documentary-style drama" during an era when theaters were bombarded with anti-Communist themes. The story originated with an article ostensibly by J. Edgar Hoover! The comic-book story is so complex, though, that it probably would have appealed only to older readers. This is, however, one of the few non-science-fiction comic books of the period to make reference to Earth satellites.

New CGC copy **9.6** **Then 10¢ NOW $40**

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

6 8
7-13 3

Manhunter: The Special Edition
DC, 1999
1 10

Man-Thing
MARVEL, 1974
1 . . . . . 30 ▽ 92

Man-Thing #1
2003 price: $10
Now $30

2 . . . . . 14 ▽ 20
3 . . . . . 10 66
4 8
5 . . . . . 10 ▽ 29
6 . . . . . 5 30
7 . . . . . 5 37
8-10 5
11-13 3
14 . . . . . 3 47
15-19 3
20 . . . . . 3 36
21-22 3

Man-Thing
MARVEL, 1979
1 . . . . . 3 △ 19
2-11 2

Many Ghosts of Dr. Graves
CHARLTON, 1967
1 30
2 18
3 12
4-10 10
11-20 8
21-45 6
46-53 4
54 6
➥Byrne cover
55-71 4
72 5

Marc Spector: Moon Knight
MARVEL, 1989
1 3
2-7 2
8-9 3
10-18 2
19-25 3
26-31 2
32-33 3
34-49 2
50 3
51-54 2
55 . . . . . 3 18
56-57 3
58-60 2
Special 1 . . . 3

M.A.R.S. Patrol Total War
GOLD KEY, 1966
3 50
➥Was Total War
4 . . . . . 35 40
5 35
6-10 25

Marvel Adventure
MARVEL, 1975
1 . . . . . 8 25
2-3 5
3/30¢ 20
4 5
4/30¢ 20
5 4
5/30¢ 20
6 4

Marvel Adventures: Fantastic Four
MARVEL, 2005
0-3 3

... Spider-Man
MARVEL, 2005
1-6 3

... The Thing
MARVEL, 2005
1 2
2-3 3

Marvel Age: Fantastic Four
MARVEL, 2004
1 3
2-12 2

... Fantastic Four Tales - The Thing
MARVEL, 2005
1 2

... Hulk
MARVEL, 2004
1-4 2

... Spider-Man
MARVEL, 2004
1 3
1/FCBD 2
2-4 3
5-20 2

... Spider-Man Team Up
MARVEL 2004
1-5 2

Marvel and DC Present
MARVEL, 1982
1 . . . . . 12 12

Marvel Chillers
MARVEL, 1975
1 . . . . . 12 46
2 . . . . . 7 △ 17
3 . . . . . 10 ▽ 45
4 . . . . . 7 30
4/30¢ 20
5 7
5/30¢ 20
6 . . . . . 5 16
6/30¢ 20
7 5

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Marvel Classics Comics
MARVEL, 1976
1 7
2 5
3 . . . . . 5 8
4 . . . . . 5 14
5 5
6-27 4
28 . . . . . 8 21
➥1st Mike Golden art
29-36 4

Marvel Collectible Classics
MARVEL
Amazing: 300 15
CGC 9.8 avg 167
300/Autogr . . 30
Avengers: 1 . . 15
G.S. X-Mn: 1 . . 15
X-Men: 1 15
1/Autogr 30

Marvel Collectors' Item Classics
MARVEL, 1966
1 125
2 . . . . . 70 251
3 . . . . . 45 176
4 45
5-6 30
7 . . . . . 15 114
8-10 15
11-17 12
18 . . . . . 12 ▽ 48
19 . . . . . 12 53
20 12
21 15
22 17
23 20

Marvel Comics Presents
MARVEL, 1988
1 . . . . . 4 18
2-5 3
6-53 2
54-62 3
63-71 2
72 . . . . . 4 13
73 3
74 . . . . . 3 13
75-77 3
78 . . . . . 3 13
79-86 3
87-175 2

Marvel Double Feature
MARVEL, 1973
1 . . . . . 40 140
2 20
3 15
4-8 10
9-15 8
15/30¢ 20
16 8
16/30¢ 20
17 8
17/30¢ 20
18 8
19-21 6

Marvel Family
FAWCETT, 1945
1 1100
2 525
3 425
4-5 315

Original Art

GRRMMMPH!
MIND IF WE BREAK UP THIS GAME? WE HAVE USE FOR THOSE HORSES REDCOATS — EVEN IF WE HAVE NO USE FOR YOU!
A SHORT WHILE LATER
AH, RIGHT ON TIME! I HAVE THE BATTLE PLANS!
EXCELLENT! I BROUGHT YOU A HORSE. MOUNT QUICKLY — WE'LL RIDE TO HEADQUARTERS AND THERE YOU'LL GET YOUR MONEY.
BUT BEFORE THE SPY AND THE BRITISH OFFICER CAN RIDE MUCH FARTHER...
YOU'LL COLLECT YOUR REWARD RIGHT HERE, SPY!
HARK, TIP! — THE SOUND OF HORSES! QUICK — INTO THE BUSHES!
IT MUST BE A BRITISH PATROL!
I SAY ISN'T THAT LIEUTENANT BUNTING LYING AT THE SIDE OF THE ROAD? STOP, MEN.
FIRST THE TWO SENTRIES DOWN THE RIVER AND NOW THE LIEUTENANT! THERE ARE COLONIALS ON THIS SIDE OF THE RIVER!
THE CAPTAIN AND I WILL TAKE CARE OF CAPTAIN BUNTING. YOU MEN SCATTER! RIDE UP AND DOWN THE RIVER BANK — THE REBELS WILL HAVE TO CROSS IT AND WE'LL CATCH THEM THERE!
HELP! HALP! HALP! Glub!
WHAT WAS THAT?
IN THOSE BUSHES, SIR!

How to scan your art for posting on the net

A common question I receive from collectors is how to create scans of art for posting for sale on eBay, for displaying in such online galleries as *www.comicartfans.com*, or in posts on *www.CBGXTRA.com*'s art forum.

It is easy if you have a digital camera. Just download the photo to your computer's hard drive and post it. Many people only have 8.5- by 11-inch scanners and wonder how to scan the above 12- by 18-inch **Frank Frazetta** page.

The secret is to do a reduced photocopy first. Most copiers these days can reduce images to a smaller size; usually, 50% reduction works best.

In terms of the Frazetta, this meant doing two shots, since the piece was bigger than 11 by 17, and then cutting the photocopies out and taping them together to be scanned.

To keep file sizes down and for quick downloads, I usually set my scanner at 72 dpi for Web posting. Although the photocopy is black and white, scan it in color mode, since that gives oddly low-level resolution to black-and-white images over scanning in black and white!

Make sure when posting for sale that you note any defects — like blue pencil marks or paste-overs — since often they do not show on a photocopy.

— George Hagenauer

Pan appears

"A Witch Must Die!"

Goes to 25¢

Swamp Thing prototype

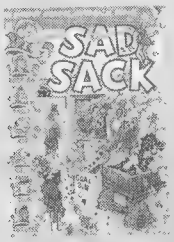
186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
JUN 70	AUG 70	OCT 70	DEC 70	FEB 71	APR 71	JUN 71	JUL 71	SEP 71	OCT 71	NOV 71	DEC 71	JAN 72	FEB 72	MAR 72
NM Price $75	$20	$30	$20	$20	$25	$20	$25	$30	$45	$20	$20	$20	$20	$20

PRICE GUIDE KEY:
CGC INDICATORS

▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
◭ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

Sad Sack #292

Sad Sack has always been one of my favorite characters. His supporting cast of General Rockjaw, Hi Fi Tweeter, Muttsy, Slob, Sadie, and Sweetie just make this long-lasting series that much better.



BIG H BOOKS
WRITERS:
AL HARVEY, FRED RHOADS
ARTIST:
FRED RHOADS
B/W • 74 Pgs.
$9.95

Originally a gag strip from Private George Baker in World War II, Sad Sack was so popular that he even found his way onto murals in Baker's home town! Al Harvey and Big H Books have compiled a family album that will make the reader giggle

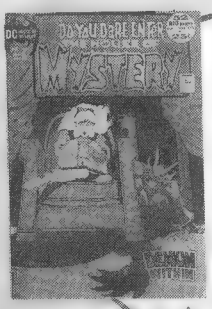
Sweetie Sack (model, actress, and all-around American girl) turns heads in the Army and civilian life.

Sad's brother (Nap Sack) and Muttsy help General Rockjaw with top-secret orders that result in less than desirable results. My favorite story is "Why Work?" — in which Sad Sack is still a lackey in the days of knights! Sea Sack, Ol' Sod Sack, and Skater Sack drop by for a visit with their favorite relative.

The antics of Sad Sack are timeless. Drop by your local comics store and take a trip through time.

★★★ **— Tim Lasiuta**

www.bighbooks.com
ISBN: 0-9766354-0-2



△ #201

HOUSE of MYSTERY

"The Demon Within"

House of Mystery had hit its horror (disguised under the clever title of "mystery") stride by #201 (Apr 72) with the classic "The Demon Within," the story of a little boy who could turn into a horrific being just by thinking hard. Jim Aparo's art was excellent on the tale.

image © 1972 DC

THE BOTTOM LINE

	UNSLABBED	SLABBED Near Mint CGC 9.4 NM
Marvel Family CONTINUED		
6-10	265	
11-20	200	
21-30	165	
31-40	135	
41-70	100	
71-81	85	
82-84	75	
85	75	198
86-89	75	
Marvel Fanfare MARVEL, 1982		
1	5	15
CGC 9.8 avg		35
2	3	18
3-5	3	
6-50	2	
51	3	
52-60	2	
Marvel Feature MARVEL, 1971		
1	125 ▽	380
2	60	173
3	30 △	89
4	25	87
5	10	40
6	10	32
7	10	35
8	10	
9	10 ▽	37
10	10	
11	55	180
➥Thing vs. Hulk		
12	35 ▽	99
Marvel Feature MARVEL, 1975		
1	10	43
2	3	33
3	3	19
4	3	
4/30¢	35	179
5	3	15
5/30¢	20	
6	3	36
7	3	31
Marvel Knights MARVEL, 2000		
1	4	
1/Variant	5	
2/Barreto	4	
2/Quesada	5	
3-15	3	
Marvel Knights MARVEL, 2002		
1-6	3	
Marvel Knights 2099 MARVEL, 2004		
Bl. Panther:	1-4	
DD:	1-4	
Inhumans:	1-4	
Mutant:	1-4	
Punisher:	1-4	
Marvel Knights 4 MARVEL, 2004		
1	4	
CGC 9.8 avg		22
2-21	3	
Marvel Knights Spider-Man MARVEL, 2004		
1	5	
CGC 9.8 avg		16
2	4	
3-4	3	
5	2	
6-16	3	
Marvel Mangaverse: Spider-Man MARVEL, 2002		
1	2	12
Marvel Movie Premiere MARVEL		
1	3	26
Marvel Mystery Comics MARVEL, 1939		
2	30000	
3	15000	
4	12500	
5	22500	
6-7	7500	
8	10000	
9	25000	
10	8000	
11	3800	
12	4000	
13	5000	
14-17	2500	
18	2250	
19-20	2500	
21	2000	
22-25	1700	
26-30	1475	
31-41	1325	
42-48	1125	
49	1450	
50	1125	
51-67	1000	
68-78	860	
79	810	
80	1275	
81	975	
82	2250	
83	810	
84	1250	
85	810	
86	890	
87	785	
88-91	950	
92	2500	
Marvel Nemesis: Imperfects MARVEL, 2005		
1	4	
2-4	3	

RETROVIEW
Motion Picture Comics #114 ★★★½

Fawcett
Jan 1953 • 32 pg.
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover photo: George Montgomery, Karin Booth

"Cripple Creek"

Two government agents go through all sorts of complex machinations to defeat a plot to smuggle gold to China (!) in 1893 Colorado.

"For every man who found gold … a hundred to take it away from him!" reads the blurb on the inside front cover, and that about sums up the complexity of this unusual tale of gold thievery. George Montgomery and Jerome Courtland, of all people, play the heroic government agents. Karin Booth peers in worshipful style at Montgomery on the cover, but she turns out to be anything but a heroine. There is far more plot and far less violence than in most Fawcett Western adaptations of the era.

© Fawcett

Best Copy 9.2 **Then 10¢ NOW $40**

	UNSLABBED	SLABBED Near Mint CGC 9.4 NM
Marvel Premiere MARVEL, 1972		
1	35 ▽	119
2	12	40
3	30 ▽	102
➥Dr. Strange		
4	10	38
5	8	
6	8	47
7	15	58
8	10	43
9	6	28
10	9 △	42
11-12	5	
13	8	34
14	12	42
15	80 ▽	275
➥1st Iron Fist		
16	20	64
➥2nd Iron Fist		
17	12 ▽	41
18	12	45
19	10	36
20	10	34
21	10	46
22	10 △	32
23	10	22
24	10	31
25	15 ▽	49
26	4	15
27	10	38
28	13 ▽	51
29	3	
29/30¢	20	
30	3	15
30/30¢	20	
31	3	18
31/30¢	20	
32	3	16
33-36	3	
36/35¢	15	
37	3	
37/35¢	15	
38	3	16
38/35¢	15	
39	3	
40	3	20
41-49	3	
50	13	32
➥1st Alice Cooper		
51	3	
52	3	28
53-56	3	
57	5	20
58-61	3	
Marvel Presents MARVEL, 1975		
1	11	29
2	5	20
3	10 ▽	42
4	4	
4/30¢	20	
5	4	
5/30¢	20	
6	4	
6/30¢	20	
7-10	4	
11	4	14
11/35¢	15	
12	4	
12/35¢	15	
Marvel Preview MARVEL, 1975		
1	15 ▽	45
2	50	172
➥Punisher origin		
3	10	
➥Blade app		
4	7	
➥Blade app.		
5-24	5	
Marvels MARVEL, 1994		
0	4	
CGC 9.8 avg		29
1	5	16
2	5	13
3-4	5	
Marvel's Greatest Comics MARVEL, 1969		
Was Marvel Collector's Item Classics		
23-31	15	
32	15	53
33	15	34
34	15	
35-37	10	
38-50	4	
51-63	3	
63/30¢	20	
64	3	
64/30¢	20	
65-70	3	
71	2	
71/35¢	15	
72	2	
72/35¢	15	
73	2	
73/35¢	15	
74-96	2	
Marvel 1602 MARVEL, 2003		
1	6	13
CGC 9.8 avg		32
2	5	
CGC 9.8 avg		16
3	5	
CGC 9.8 avg		24
4	5	
CGC 9.8 avg		19
5	4	
CGC 9.8 avg		18
6	5	
CGC 9.8 avg		16
7	4	
8	5	
Marvel 1602: New World MARVEL, 2005		
1	4	
Marvel Spotlight MARVEL, 1971		
1	25	85
2	130	475
➥1st Werewolf		
3	30	112
4	30 △	104
5	275 ▽	987
➥1st Ghost Rider		
6	45 △	153
7	35 ▲	154
8	25 △	89
9	30 ▽	96
10	35	132
11	22 △	74
12	22	75
13	12	
14-15	10	
16-19	7	
20	5	
21	5	34
22	6	
23-24	5	
25-27	3	
27/30¢	20	
28	10 ▲	49

Drops to 20¢ | Scarecrow cover | Skeleton cover

	201	202	203	204	205	206	207	208	209	210
	APR 72	MAY 72	JUN 72	JUL 72	AUG 72	SEP 72	OCT 72	NOV 72	DEC 72	JAN 73
NM Price	$20	$14	$14	$20	$12	$12	$40	$12	$10	$10

The "Films of Fawcett"

Throughout 1951 and 1952, Fawcett had a colorful movie adaptation on the stands every month, and no other company could make that claim. In contrast to many of the Dell adaptations of the 1950s and '60s, only a handful of the movies Fawcett adapted are remembered at all today, most prominently *Destination Moon*, *When Worlds Collide*, and *Ivanhoe*. That, however, only makes the series that much more collectible. It's interesting to note that, of the 35 issues in the two series combined, 15 are adaptations of one-hour series Westerns starring Allan "Rocky" Lane, Lash LaRue, or Monte Hale, all of whom had highly successful Fawcett titles of their own during this era. Fawcett was nothing if not commercial! But most of the other 20 comics are anything but "B" pictures, even though many of them are obscure today. The covers alone make well over half of these issues still highly collectible.

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
28/30¢	18	
29	9	30
29/30¢	15	
30-31	3	
32 △	20	46
➥1st Spider-Woman		
33	3	

Marvel Super Action
MARVEL, 1977

1 ▽	8	26
2	3	
2/35¢	15	
3	3	
3/35¢	15	
4	3	
5-37	2	

Marvel Super Action (mag)
MARVEL, 1976

1	35	124

Marvel Super-Heroes
MARVEL, 1966
Was Fant. M'pieces

12	95	343
➥1st Captain Marvell		
13 △	50	120
14	75	270
➥Reprints 1st Kirby		
15	42	140
16 △	25	54
17	30	89
18	40	263
➥1st Guardians		
19	20	66
20	35	167
21-26	12	
27	12	41
28	10	
29	10	26
30	10	
31	20	99
32	6	
33-45	5	
46-57	3	
57/30¢	20	
58	3	
58/30¢	20	
59-65	3	
65/35¢	15	
66	3	
66/35¢	15	
67-80	3	
81-105	2	
Special 1	40	113
➥1966 one-shot		

Marvel Super-Heroes
MARVEL, 1990

1 ▽	4	176
2-15	3	

Marvel Super Heroes Secret Wars
MARVEL, 1984

1	3	15
CGC 9.8 avg		51
2	2	
CGC 9.8 avg		33
3	2	18
4	3	
CGC 9.8 avg		37
5	3	
CGC 9.8 avg		32
6	2	
CGC 9.8 avg		32
7	3	
CGC 9.8 avg		34
8 △	15	30
CGC 9.8 avg		101
➥1st black costume		
CGC 9.8 avg		25
9-10	2	
CGC 9.8 avg		20
11	3	11
CGC 9.8 avg		25
12	2	
CGC 9.8 avg		31

Marvel Super Special
MARVEL, 1977

1 ▽	85	261
➥Kiss		
2	8	33
3	8	
4	30	
➥Beatles		
5	55	210
➥Kiss		
6	7	
8	8	
9	7	
10	6	
11-15	5	
16	7	
17-41	4	

Marvel Tales
MARVEL, 1964

1	175	
2	85	270
3	45	
4	30	92

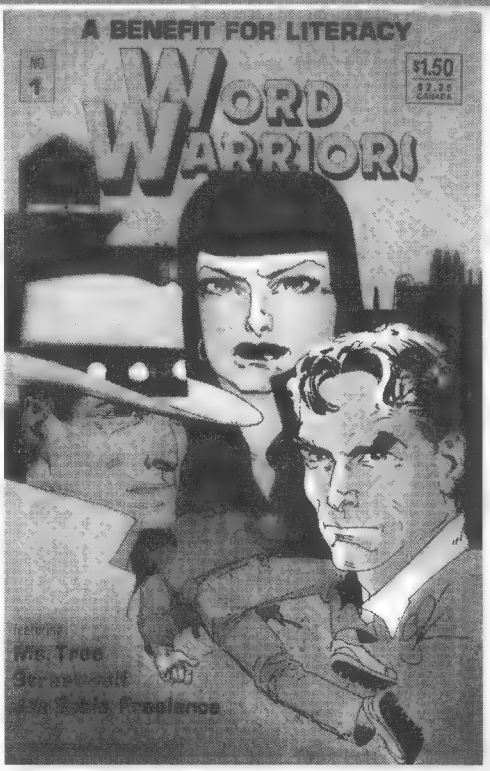
Marvel Tales
CONTINUED

5	30	
6	25	50
7-9	25	
10	30	
11-13	25	
14	25	53
15	25	121
16	25	50
17	20	
18	20	68
19	20	
20	20	67
21	20	
22-31	15	
32	15	42
33	12	45
34-44	12	
45-60	10	
61	10	8
62-66	10	
66/30¢	20	
67	10	
67/30¢	20	
68	10	
68/30¢	20	
69	10	
69/30¢	20	
70	10	
70/30¢	20	
71	10	
72-80	7	
80/35¢	18	
81	7	
81/35¢	15	
82	7	
82/35¢	15	
83	7	
83/35¢	15	
84	7	
84/35¢	15	
85	7	
86-99	5	
100	5	18
101-122	5	
123-136	4	
137	7	
138-144	5	
145-183	4	
184-286	2	
286/Collector's	3	
287-291	2	

Marvel Team-Up
MARVEL, 1972

1	185	660
2	30	100
3	25	94
4	45	173
➥X-Men app		
5	18	85
6	16	58
7	16	44
8	16	59
9	16	65
10 ▽	16	67
11	13	
12	18	88
➥Werewolf app.		
13	13	48
14	13	
15	13	65
16	13	40
17	13	
18	13	51
19	13	
20	13	53
21	8	27
22-23	8	
24	8	29
25	8	35
26-27	8	
28	8	28
29	8	18
30-31	8	
32-33	5	
34	5	39
35	5	
36	5	24
37	5	
38	5	18
39-41	5	
42	5	29
43	5	34
44	5	
44/30¢	20	
45	5	
45/30¢	20	
46	5	
46/30¢	20	
47	4	23
47/30¢	20	
48	4	
48/30¢	20	
49	4	24
50	4	
51	4	32
52	4	20
53 ▽	15	60
➥X-Men app.		
54	4	30
55	4	29
56-57	4	
58	4	32
58/35¢	15	
59	4	20
59/35¢	15	
60	4	19
60/35¢	15	
61	4	21
61/35¢	15	
62	4	
62/35¢	15	
63	4	45
64	4	
65	4	33
66	7	23
➥Captain Britain app		
67-68	4	
69	4	22
70-76	4	
77	4	23
78	4	
79	4	18

Original art



Not art, but looks like it — cover proofs

Several Internet auction sites, including eBay, have original art sections that often contain ephemera that are listed as original art but aren't. Cover proofs are such items.

Proofs are prints of a comic-book cover that were pulled for some reason before they were trimmed and stapled onto the comic book. To be a proof, it needs to have untrimmed white area outside the normally trimmed and printed cover and no staple holes. (Unless the cover is attached to an interior proof or interior blank pages.) In some cases, these are only the front cover. In other cases, they are front and back cover both. These are called proofs because a normal use for them is to send them to the publisher for approval to make sure the color is correct. However, anyone working in the press room can pull copies of covers from the press before they are bound to the comic book, so proofs are not necessarily one-of-a-kind items.

Often, more than one copy is sent to the publisher, so the art director can keep a copy on file and send one back to the printer with any notations for changes. I've also seen proofs filed with the original art for the page.

If they have notations on them, they are more likely to have been used in the actual proofing process.

In any case, proofs are not original art, since they are printed copies, not original drawings. And, because they are printed copies, they may be one of a kind or one of many, depending on the printer's policies.

— George Hagenauer

Vampire cover

Faces on fingertips cover

Skeleton cover

100-page issues begin

	211 FEB 73	212 MAR 73	213 APR 73	214 MAY 73	215 JUN 73	216 JUL 73	217 SEP 73	218 OCT 73	219 NOV 73	220 DEC 73	221 JAN 74	222 FEB 74	223 MAR 74	224 APR 74	225 JUN 74
NM Price	$10	$10	$10	$6	$6	$6	$6	$6	$6	$6	$12	$6	$6	$35	$10

PRICE GUIDE KEY:
OTHER CGC GRADES

Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4
CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

Shaman King Vol. 7

One day, junior-high student Manta cuts through a cemetery, befriends the surprisingly down-to-earth teen shaman Yoh and joins him in his adventures dealing with the spirit world. In the latest volume, Yoh is in the Shaman Tournament preliminaries, where he has to face the cruel and brutal Tao Ren and his ghost Bason.

VIZ
WRITER:
HIROYUKI TAKEI
ARTIST:
HIROYUKI TAKEI
B/W • 192 Pgs.
$7.95

We're at that point in a *Shonen Jump*-type fighting series where elements like plot and characterization get pushed to the back of the manga to make room for what seems like an endless series of fights. Which is a shame, since Shaman King has a good heart, mostly seen in the fierce loyalty and friendship that develops between Yoh and his ghost Amidamaru.

Thanks to nicely expressive cartooning, even in the middle of one of these battles, the reader can feel what the characters are thinking and feeling. But the action doesn't move nearly fast enough to forget that the series is about kid mystics trying to achieve a position of enlightenment through violence.

★★ **— S.A. Bennett**

www.shonenjump.com
ISBN: 1-59116-996-8

RetroView
The Phantom Stranger

Reviewed by Michelle Nolan

DC came up with a concept that deserved a far better fate in The Phantom Stranger, a character that the company never has to explain during the six-issue run. The black-clad Phantom Stranger mysteriously pops up — and just as oddly disappears — whenever what appears to be a supernatural situation develops to plague honest people. Of course, he always proves the supernatural has a logical, if criminally twisted, answer. Three years earlier, DC had come up with Roy Raymond, debunker of the supernatural, in *Detective Comics*. The Phantom Stranger was similar — except he, himself, was apparently supernatural!

Phantom Stranger ™ DC Comics

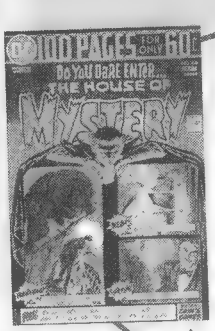
COST TO OWN THE ORIGINALS IN NM: $3,600

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Marvel Team-Up CONTINUED		
80-93	4	
94	4	15
95-99	3	
100	6	19
101	3	
102	3	10
103-116	3	
117	3	19
118-121	3	
122	3	20
123-125	3	
126	3	17
127-136	3	
137	4	
CGC 9.8 avg		55
138-143	3	
144	4	
145-147	3	
148	3	10
149	3	
150	3	15
Ann 1	30 △	121
Ann 2	6	
Ann 3	4	
Ann 4-6	3	
Ann 7	2	
Marvel Team-Up MARVEL, 2004		
1-8	2	
9-11	3	
Marvel Triple Action MARVEL, 1972		
1	20	68
2-5	12	
6-22	8	
23	8	27
24-29	8	
29/30¢	20	
30	5	
30/30¢	20	
31-36	5	
36/35¢	15	
37	5	
37/35¢	15	
38-47	5	
Giant 1-2	10	
Marvel Two-In-One MARVEL, 1974		
1	55 ▽	186
2	15	43
3	10	41
4	7	
5-6	8	
7	5	23
8-10	5	
11	3	
12	3	25
13-15	3	
15/30¢	30	
16	3	36
16/30¢	30	
17	3	
17/30¢	30	
	183	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
18/30¢	30	118
19-23	3	
24	3 △	16
25	3	23
26	2	6
27-28	2	
28/35¢	20	
29	2	
29/35¢	20	
30	2	10
30/35¢	20	
31	2	
31/35¢	20	
32-40	2	
41	2	15
42	2	
43	2	18
44-47	2	
48	2	10
49-50	2	
51	3	17
52	2	18
53	2	
54	4	
55-79	2	
80	2	23
81-99	2	
100	3	
Ann 1	4	30
Ann 2	15 ▽	49
➥Warlock dies		
Ann 3-4	2	
Ann 5	3	
Ann 6	2	
Ann 7	2	22
Marvel Universe: The End MARVEL, 2003		
1-6	4	
Master of Kung Fu MARVEL, 1974		
17	15	55
18	7	
19	6	30
20	6	
21	5	26
22	5	44
23-24	5	
25	5	18
26-29	5	
30	5	21
31	5	22
32	4	18
33	4	
34	4	21
35-39	4	
39/30¢	20	
40	3	
40/30¢	20	
41	3	
41/30¢	20	
42	3	
42/30¢	20	
43	3	34
43/30¢	20	
44-53	3	
53/35¢	15	
54	3	
54/35¢	15	
55	3	
55/35¢	15	
56	3	
56/35¢	15	
57	3	
57/35¢	15	
58-60	3	
61	3	16
62-94	3	
95	3	13
96-99	3	
100	4	
101-124	2	
125	3	
Ann 1	20	89

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Masters of the Universe MARVEL, 1986		
1	4	17
CGC 9.8 avg		31
2-13	3	
Matador DC, 2005		
1-4	3	
Maverick DELL, 1959		
7-10	50	
11-13	40	
14	40	157
15	40	
16-19	30	
Mega Morphs MARVEL, 2005		
1	3	
Megaton MEGATON, 1983		
1-2	3	
3	5	43
4-7	2	
8	3	
Holiday 1	4	
Melvin Monster DELL, 1965		
1	60	
2	45	71
3	40	
4-5	32	
6-10	26	
Men of War DC, 1977		
1	15	48
2-12	6	
13-26	4	
Metal Gear Solid IDEA & DESIGN WORKS, 2004		
1	4	
1/Silver	7	
1/2nd	4	
1/incentive	35	
2-12	4	
Ashcan 0	1	
Metal Men DC, 1963		
1	500	
2	225	
3-5	150	
6-10	80	
11-20	55	
21-26	45	
27	80	
➥Metal Men		
28-30	42	
31-41	24	
42-44	12	
45-56	6	
Metal Men DC, 1993		
1	3	
2-4	2	
Metamorpho DC, 1965		
1	75	
2	45	
3	40	
4-9	30	
10-12	25	
13	25	135
14-17	25	
Micronauts MARVEL, 1979		
1	4	15
CGC 9.8 avg		45
2-5	3	
6-58	2	
59	3	
Ann 1	4	
Ann 2	3	
Special 1-5	2	
Micronauts IMAGE, 2002		
1	3	15
2-11	3	
Midnight, Mass DC, 2002		
1-8	3	
Midnight Tales CHARLTON, 1972		
1	18	
2	10	
3-5	8	
6-17	6	
18	8	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Mighty Midget Comics LOWE, 1942		
Marvel Jr. 11	100	128
Minute Man: 12	100	71
Mighty Comics ARCHIE, 1966		
40-41	15	
42	15	59
43-50	15	
Mighty Heroes DELL, 1967		
1	125	
2	60	
3	60	194
4	60	
Mighty Man IMAGE, 2005		
1	8	
Mighty Marvel Western MARVEL, 1968		
1	45	
2	30	
3-5	25	
6-14	20	
15	20	38
16-21	15	
22-45	10	
45/30¢	20	
46	10	
Mighty Samson GOLD KEY, 1964		
1	75	
2-4	45	
5-10	30	
11-20	20	
21-30	15	
31	15	23
32	10	
Military Comics COMIC MAGAZINES, 1941		
1	9000	
2	2700	
3	2150	
4	1600	



△ #226

House of Mystery

More "boo" for your buck

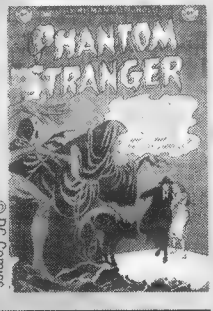
Beginning with #224 and ending with #229, *House of Mystery* expanded to 100 pages. Featuring reprints for the most part from both itself and other DC titles, the square-bound issues are highly sought after today. *Phantom Stranger* stories also appeared.

image © 1974 DC

	Last 100-page issue		UFO cover				Skeleton cover			
	226 AUG 74	227 OCT 74	228 DEC 74	229 FEB 75	230 APR 75	231 MAY 75	232 JUN 75	233 JUL 75	234 AUG 75	235 SEP 75
NM Price	$18	$27	$18	$18	$5	$5	$5	$5	$5	$5

THE BOTTOM LINE

Phantom Stranger #1 ★★★½



© DC Comics

DC
Sep 1952
Writer: Uncredited
Pencils: Murphy Anderson
Inks: Uncredited
Cover: Uncredited

"The Haunters from Beyond" • 8 pp.

A descendant of a witchhunter seems to be doomed by ghosts — until The Phantom Stranger provides a flesh-and-blood solution to her problems.

The Phantom Stranger makes his debut with no explanation to either the reader or the characters in his stories of who he is, where he came from — or how he disappears, once his job is done.

"When Dead Men Walk" • 6 pp.

When three men die in a plane crash, others plot seemingly otherwordly comebacks in their names.

"The House of Strange Secrets" • 6 pp.

"The Goblin in the Bottle" • 6 pp.

"Fate Takes a Hand" 2 text pp.

Best CGC copy: **8.0 Then 10¢ NOW $1,100**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
5	1375	
6-7	1110	
8-10	1000	
11-12	875	
13	760	
14	760	1650
15	760	
16-20	650	
21-22	560	
23-43	465	

Miracleman
ECLIPSE, 1985

1	10 ▽	23
2	8	18
3	8	15
4	8	20
4/Gold	15	
5	8	
5/Platinum	15	
6-7	8	
8	8 △	16
8/Gold	15	
9-10	10	
11	14	
12	14	18
13	18	22
14	24	20
15	35 △	97
16	16	17
17	25	
17/Gold	40	
18	20	
19-22	15	
23	16	
24	25	38
3D 1	10	
3D 1/Gold	18	

Mr. District Attorney
DC, 1948

1	600	
2	265	
3-5	200	
6-10	155	
11-14	110	
15	110	269
16-20	110	
21-30	85	
31-40	75	
41-50	60	
51-67	50	

Mister Miracle
DC, 1971

1	50 △	145
2	25	83
3	20	70
4	25	85
5	30	85
6	22	64
7	20	53
8	20	57
9	15	52
10	15	
11	15	54
12-13	15	
14	15	56
15-16	12	
17	10	41
18	10	50
19-25	7	
Special 1	4	

Mod Wheels
GOLD KEY, 1971

1	30	
2	20	22
3-9	20	
10-16	15	
17-19	10	

Moment of Silence, A
MARVEL, 2002

1	4	
CGC 9.8 avg		15

Monolith
DC, 2004

1	4	
2-12	3	

Monsters on the Prowl
MARVEL, 1971
Was Chamber of Darkness

9	25	73
10	15	48
11-15	15	
16	18	38
17-30	12	

Monsters Unleashed
MARVEL, 1973

1	40	135
2	18	
3-5	15	
6-8	10	
9-11	7	
Ann 1	12	47

Monster War Tomb Raider vs. Wolf Men
IMAGE, 2005

1-2	3	

Moon Girl
E.C., 1947

1	765	
2	400	
3	325	
4	300	
5	665	
6-8	325	
9	450	
10-11	365	
12	460	

Moon Knight
MARVEL, 1980

1	10	26
2	7	
3-4	5	
5-20	3	
21-24	2	
25	3	
26-34	2	
35	3	
36-38	2	

Mora
IMAGE, 2005

1-3	3	

More Fun Comics
DC, 1936
Was New Fun Comics

7-8	5600	
9	6500	
10	3250	
11	2850	
12-13	2450	
14	12500	
➥1st Dr. Occult		
15-16	5000	
17	4500	
18-20	2150	
21-25	1950	
26-29	1775	
30-40	1625	
41-45	1325	
46-50	1200	
51	5000	
➥Spectre cameo		
52	54000	
➥1st Spectre story		
53	35000	
54	9700	
55	12400	
➥1st Dr. Fate		
56	4400	
57-59	3100	
59/15¢	4500	
60	3100	
61-64	2500	
65-66	2660	
67	6850	
68-70	2100	
71	5750	
72	1725	
73	12200	
➥1st Aquaman, G.A.		
74	2450	
75-80	1725	
81-88	1150	
89	1325	
90-99	940	
100	1060	
101	7850	
➥1st Superboy		
102	1375	
103	1025	
104-105	760	
106-107	650	
108-109	165	
110	165	475
111-120	140	
121-124	115	
125	575	
➥Superman cover		
126	115	
127	225	

Morlock 2001
ATLAS-SEABOARD, 1975

1	9	29
2	6	
3	8	

Ms. Marvel
MARVEL, 1977

1	8	29
2	3 △	20
3-4	3	
5	3	29

Ms. Marvel
CONTINUED

6	3	20
6/35¢	15	
7	3	23
7/35¢	15	
8	3	
8/35¢	15	
9	3	
➥1st Mystique		
9/35¢	15	
10	3	
10/35¢	15	
11-15	2	
16	15	49
➥Mystique cameo		
17	8	39
18	40 ▽	182
➥1st Mystique		
19	3	
20-23	2	

Munsters
GOLD KEY, 1965

1	120	
2	75	
3-5	48	
6-8	34	
9	34	137
10	34	
11-16	30	

Mutopia X
MARVEL, 2005

1	4	
➥House of M		
1/Variant	3	
➥2nd print		
2	3	

My Greatest Adventure
DC, 1955

1	1250	
2	600	
3-4	425	
5-10	325	
11-14	200	
15-17	250	
18	300	
19	200	
20-21	225	
22-27	175	
28	200	
29-30	150	
31-40	125	
41-61	100	
62-75	75	
76	75	162
77-79	75	
80	425	
➥1st Doom Patrol		
81-83	150	
84	150	226
85	150	

My Only Love
CHARLTON, 1975

1	10	33
2	4	
3-9	3	

Mystery in Space
DC, 1951

1	3000	
2	1250	
3	900	
4-5	700	
6-7	600	
8	600	1099
9-10	600	
11-15	400	
16-25	320	
26-40	235	
41-52	195	
53	1500	
➥Adam Strange starts		
54	425	
55	250	
56-60	175	
61-71	125	
72-74	100	
75	225	848
➥JLA app.		
76-79	100	
80	100	271
81	75	
82	75	456
83-86	75	
87	175	
➥Hawkman app		
88	90	
➥Hawkman app.		

Original Art

Blueline color guides

While many comic-book coloring guides were traditionally Photostats or, later, photocopies that were colored by the colorist, a new technique developed in the early 1980s that provided the colorist a wider range of effects.

In the new process, the original line art was copied first onto a clear sheet of plastic and then in non-reproducible blue ink onto a standard piece of illustration board. Since the black lines were printed in non-reproducible blue ink, the colorist was able to color in the other parts of the art. This allowed the colors to be shot directly from the board, as opposed to the guides just being used as guides for the printers.

As a result, the colorists were able to create a wider range of effects. The above blueline of Pippa Corben from *American Flagg!* (separated to show the black line overlay and the below-colored board) includes airbrushing and a detailed painted pattern on her dress, not common in normal coloring guides of that period.

The results were small tonal paintings, albeit with the lines on overlays, which proved to be very popular with collectors and which improved greatly the coloring in these comics of the pre-computer age.

— George Hagenauer

Skeleton cover ▼ Goes to 30¢ ▼ Bicentennial #10 ▼ Skeleton cover ▼

236	237	238	239	240	241	242	243	244	245	246	247	248	249	250
OCT 75	NOV 75	DEC 75	FEB 76	APR 76	MAY 76	JUN 76	JUL 76	AUG 76	SEP 76	OCT 76	NOV 76	DEC 76	JAN 77	FEB 77
NM Price $5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5

Silent Dance

Sir Isaac Newton's Third Law of Motion states, "For every action, there is an equal and opposite reaction." His genius has proven a godsend to many a writer, whose plots revolve around a situation metaphorically based on this law.

SLAVE LABOR
WRITER:
MATTEO CASALI
ARTISTS:
GRAZIA LOBACCARO, ALESSANDRO DEANGELIS
B/W • 208 Pgs.
$14.95

So it is that, with *Silent Dance*, readers have Adrian, the ages-old vampire whose foil is Hector Mydlar, last in a long line of hunters born to hunt the lineage to which Adrian belongs.

The story is not new, but various plot elements make it a fresh one. Adrian, for example, is a vampire who feeds on dreams. Hector's moral compass and personal vampire-hunter guidebook are hardly the ideal good-guy actions (or motives) that fill so many stories like this. Both are characters with multiple layers, and it's enjoyable (and even borderline contemplative) to see what they do and how they do it.

More than one twist will keep readers on their toes, even up to the final page. As vampire stories go, this one features dark entertainment that may pleasantly surprise the reader.

★★½ — **Ray Sidman**

www.slavelabor.com
ISBN # : 1-59362-019-5

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Mystery in Space
CONTINUED
89 . . . . . 90 268
➥Hawkman app
90 90
➥Hawkman app.
91-93 50
94-103 . . . 40
104-110 . . 30
111-117 . . . 5

Mystique
MARVEL, 2003
1 . . . . . 3 11
CGC 9.8 avg 29
1/DF. 15
2-24 3

Namor The Sub-Mariner
MARVEL, 1990
1-5 2
6-36 1
37. 2
38-49 1
50. 2
50/Variant. . . 3
51-62 2
Ann 1 3
Ann 2 2
Ann 3-4. . . . 3

Nat Turner
KYLE BAKER PUBLISHING, 2005
1. 3

Necromancer
IMAGE, 2005
1/Manapul. . . 3
1/Horn 4
1/Bachalo . . . 3

Neverwhere
DC, 2005
Neil Gaiman series
1-2 3

New Adventures of Superboy
DC, 1980
1. . . . . 4 18
2-20 2
21-54 1

New Avengers
MARVEL, 2005
0/Military . . 10
➥Promo for U.S. troops
1. . . . . 7 ▽ 24
CGC 9.8 avg 44
1/Retailer ed. . 70 ▲ 59
CGC 9.8 avg 133
➥Spider-Man cover
1/DirCut 5
CGC 9.8 avg 26
1/Quesada . . 12
CGC 9.8 avg 38
1/Finch 9
1/2nd 3
CGC 9.8 avg 34
2. 2
CGC 9.8 avg 41

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

2/Hairsine . . 45 ▽ 33
CGC 9.8 avg 137
3. 2
CGC 9.8 avg 25
3/Wolverine. . 45 △ 35
CGC 9.8 avg 118
4. 3
CGC 9.8 avg 25
4/Cheung . . 15
CGC 9.8 avg 80
4/DF. 20
5. 2
5/Granov. . . 15
6. 2
6/Hitch 15
7. 2
7/Adams . . . 25
8. 3
8/Romita . . . 20

New Fun Comics
DC
Becomes More Fun Comics
1. 46000
2. 21000
3. 12000
4-5 9000
6. 24000
➥Becomes More Fun

New Funnies
DELL, 1942
65. 475
66-70 . . . 255
71-75 . . . 175
76. 550
77-80 . . . 145
81-90 . . . 115
91. 75
92. . . . . 75 146
93-100 . . . 75
101-110 . . 54
111-120 . . 42
121-130 . . 34
131-150 . . 26
151-170 . . 18
171-190 . . 15
191-220 . . 12
221-240 . . 10
241-260 . . . 8
272-288 . . . 6

New Gods
DC, 1971
1. . . . . 35 121
2. . . . . 18 121
3. . . . . 12 45
4-5 12
6. . . . . 12 72
7. 12
8. . . . . 12 50
9. 12
10. . . . . 12 50
11. . . . . 12 54
12-19 6

New Mutants
MARVEL, 1983
1. . . . . 6 ▽ 16
CGC 9.8 avg 45
2-24 2
25-26 3
27-85 2
86. 3
➥Cable cameo
87. . . . . 6 ▽ 27
CGC 9.8 avg 176
➥1st Cable story
88. . . . . 3 11
89-96 2
97. . . . . 2 9
98. . . . . 5 ▽ 20
CGC 9.8 avg 122
99. 3
100. . . . . 2 13
Ann 1-7. . . . 3

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Special 1. . . 3
Summer 1. . 2

New Mutants
MARVEL, 2003
1. 4
2-13 3

New Teen Titans
DC, 1980
1. . . . . 8 ▽ 30
CGC 9.8 avg 57
2. . . . . 10 ▲ 57
➥1st Deathstroke
3. . . . . 3 18
4-8 3
9. . . . . 3 18
10. 3
11-21 2
22. . . . . 2 11
23-38 2
39. 3
40. 2
Ann 1 . . . . . 3 8
Ann 2-3. . . . 2

New Teen Titans
DC, 1984
1. . . . . 3 13
CGC 9.8 avg 25
2-5 3
6-49 2
Ann 1-4. . . . 3

New Thunderbolts
MARVEL, 2004
1-11 3

New Titans
DC, 1988
0-59 2
60-61 3
62-99 2
100. 3
101-124 . . . 2
125. 4
126-130 . . . 2
Ann 5-11. . . 4

New Warriors
MARVEL, 2005
1. 4
2-3 3

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

New X-Men (Academy X)
MARVEL, 2004
1. 4
2-16 3

New X-Men: Hellions
MARVEL, 2005
1. 4
2-4 3

Next Men
DARK HORSE, 1992
John Byrne series
0-20 3
21. . . . . 30 ▽ 62
CGC 9.8 avg 290
➥Hellboy appears
22-30 3

Nick Fury, Agent of S.H.I.E.L.D.
MARVEL, 1968
1. . . . . 75 ▲ 226
2. . . . . 40 136
3. . . . . 40 214
4. . . . . 40 163
5. . . . . 40 ▽ 131
6. . . . . 30 105
7. . . . . 30 113
8. . . . . 30 99
9-11 25
12. . . . . 25 84
13. 25
14. 20
15. . . . . 50 177
➥1st Bullseye
16. . . . . 20 71
17. 20
18. . . . . 20 87

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Nightcrawler
MARVEL, 1985
1. . . . . 2 20
2-4 2

Nightjar
AVATAR, 2004
Alan Moore series
1. 3
1/Platinum . . 10
1/Wraparound . . 3
1/Tarot 4
2-4 3
2-4/Platinum. 10
2-4/Wraparound 4
4/Tarot 5

Night Mary
IDEA & DESIGN WORKS, 2005
1. 4

Night Nurse
MARVEL, 1972
1. . . . . 110 384
2. 50
3-4 35

Night Rider
MARVEL, 1974
1. . . . . 25 85
2-6 10

Nightwing
DC, 1996
½ 4
½/Platinum . . 7
1. . . . . 11 22
2. 6
3. . . . . 4 8
4-5 4
6-15 3
16-49 2
50. 4

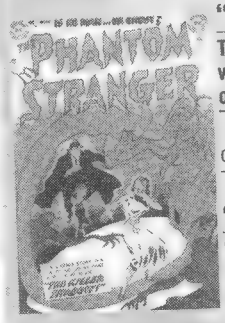
For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

Or look for our portable version, the **COMIC BOOK CHECKLIST & PRICE GUIDE**.

Krause publishes the ONLY books that list Near Mint prices for comic books!

Get them from your local retailer or order them from www.krausebooks.com!

RETROVIEW
Phantom Stranger #2 ★★★



DC
Nov 1952
Writer: Uncredited
Pencils: John Giunta
Inks: Uncredited
Cover: Uncredited

"The Killer Shadow" • 6 pp.
The Phantom Stranger helps a woman survive a threat by a "shadow" that proves all too human.

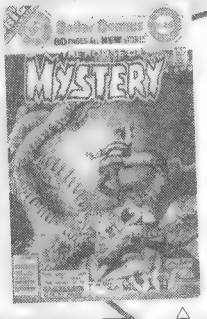
The horror is underplayed in favor of logical explanations provided by The Phantom Stranger.

"Death's Strange Deputy" • 6 pp.
"Of course I know your name!" The Phantom Stranger tells a man before helping him recover his memory.

"The Three Signs of Evil" • 8 pp.
"The Haunting Wind!" • 4 pp.
"Death Writes an Obituary" • 2 pp.
"The Talking Head" • 1 pp.
"Can You Explain It?" • 2 text pp.

© DC Comics

Mid-grade copy 7.0 Then 10¢ NOW $600



△ #251

HOUSE of MYSTERY

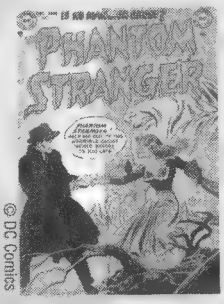
An inflation fighter

In an effort to offset the rapidly rising costs of individual comics, DC announced its "Dollar Comic" line in 1977, expanding several of its titles to 80 pages and raising the cover price to $1, giving readers more pages for less per-page cost.

image © 1977 DC

	Goes to $1		Steve Ditko art	Bernie Wrightson art		Steve Ditko art		Last $1 issue
	251	252	253	254	255	256	257	258	259	260
NM Price	MAR 77 $4	MAY 77 $4	JUL 77 $4	SEP 77 $4	NOV 77 $4	JAN 78 $4	MAR 78 $4	MAY 78 $4	JUL 78 $4	SEP 78 $3

Phantom Stranger #3 ★★★



© DC Comics

DC
Jan 1953
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover: Uncredited

"Ghosts for Sale!" • 6 pp.

"Oddly enough, I'm glad to know I don't have the power of making people disappear!" says the magician Greystone. But what about The Phantom Stranger?

For the third consecutive issue, a magician plays a key role in a story. But The Phantom Stranger provides the only real magic with his mysterious comings and goings.

"Dead Man's Gand!" • 6 pp.

The Stranger helps a rodeo star prove "there's no such thing as a jinx!"

"The Day of Destiny!" • 6 pp.

"The Man Who Carved Death!" • 6 pp.

"The Eerie Eddys" 2 text pp.

Best GD copy **9.0** Then 10¢ NOW **$475**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
51-98	2	
99	3	
100	4	
101	6	
➥Year 1 Pt. 1		
102	5	
➥Year 1 Pt. 2		
103-104	6	
➥Year 1 Pt. 3-4		
105	5	
➥Year 1 Pt. 5		
106	6	
➥Year 1 Pt. 6		
107-108	2	
109-111	3	
1000000	2	
Ann 1	5	
Giant 1	6	

Noble Causes
IMAGE, 2002

1-4/Reg	5	
1-4/Variants	5	
5-9	4	

Noble Causes
IMAGE

Ext. Family: 1	7	
Secrets: 1-4	3	
1st Impress: 1	3	
Relatives: 1-4	3	

Noman
TOWER, 1966

1	40	135
2	28	

Not Brand Echh
MARVEL, 1967

1	45 △	165
2	18	
3	15	111
4-5	15	
6	10	
7	10	35
8	10	40
9	25	
➥Giant issues start		
10	25	84
11-13	25	

Nova
MARVEL, 1976

1	8	30
CGC 9.8 avg		171
2	4	18
3-10	3	
10/35¢	15	
11	3	
11/35¢	15	
12	3	
12/35¢	15	
13	3	
13/35¢	15	
14	3	
14/35¢	15	
15	3	13
16-19	3	
20	3	24
21-25	3	

NYX
MARVEL, 2003

1	9 △	13
CGC 9.8 avg		38
1/Variant	8	
2	7	
2/Variant	5	
3	45 △	48
CGC 9.8 avg		158
➥Wolvie's clone		
4	9	17
CGC 9.8 avg		54
5	3	
CGC 9.8 avg		29
6	3	

Occult Files of Dr. Spektor
GOLD KEY, 1973

1	32	
2-5	14	
6-10	8	
11-13	5	
14	9	
➥Solar app.		
15-17	5	
18	7	
➥Solar app.		
19-20	5	
21-22	3	
23	7	
➥Solar app		
24	3	
25	10	
➥Whitman only		

Ocean
DC, 2004

1-6	3	

Oddly Normal
VIPER, 2005

1-4	3	

OMAC
DC, 1974

1	15	42
2-3	10	
4	10 △	33
5-6	7	
7	7	20
8	7	

OMAC: One Man Army Corps
DC

1-4	4	

OMAC Project
DC, 2005

1	17	
1/Variant	5	
➥2nd printing		
1/3rd	3	
2	6	
2/Variant	3	
3	4	
4	3	

Omega Men
DC, 1983

1	4	
2	3	
3	2	13
CGC 9.8 avg		34
4-10	2	
11-19	1	
20	2	
21-38	1	
Ann 1-2	2	

Omega the Unknown
MARVEL, 1976

1	9	28
2	6	
2/30¢	20	
3	3	
3/30¢	20	
4-8	2	
9	3	
9/35¢	15	
10	2	
10/35¢	15	

100 Bullets
DC, 1999

1	10	
2	7	
3-5	5	
6-10	4	
11-49	3	
50	4	
51-63	3	

Ororo: Before the Storm
MARVEL, 2005

1-3	3	

Otherworld
DC, 2005

1-5	3	

Our Army at War
DC, 1952

1	1500	27
2	750	
3-4	600	
5-7	500	
8-11	400	
12	325	
13	400	
14	325	
15-19	300	
20	275	
21-31	200	
32-40	175	
41-50	125	
51-70	100	
71-80	75	
81	2500	
➥1st Sgt. Rock		
82	650	
83	1800	
➥1st Kubert Rock		
84	300	
85	350	
86-87	300	
88	325	
89-90	300	
91	700	
➥1st all-Rock issue		
92-100	175	
101-112	125	
113-118	150	
119	125	
120-121	80	
122-125	75	
126	100	
127	75	
128	275	
➥Sgt Rock Origin		
129-133	75	
134-137	60	
138	50	
139	50	52
140-142	50	
143	50	265
144-150	50	
151	350	
➥1st Enemy Ace		
152	50	
153	140	472
➥2nd Enemy Ace		
154	40	
155	75	
➥3rd Enemy Ace		
156-157	40	
158	60	
➥1st Iron Major		
159-163	40	
164	80	
➥Giant-sized		
165-167	40	
168	90	
➥1st Unknown Soldier		
169-176	30	
177	50	
178-181	30	
182-183	40	
184-185	30	
186	40	
187-189	30	
190	40	
191-198	25	
199-202	20	
203	35	
➥Giant		
204-215	20	
216	55	191
➥Giant-sized		
217-228	15	
229	35	127
➥Giant-sized		
230-234	15	
235-239	25	
240	25	69
241	15	
242	20	
➥100-page issue		
243-245	15	
246	15	51
247-253	15	
254	18	49
255	15	
256	18	64
257	15	39
258	10	
259	10	34
260-263	10	
264	10	27
265	10	26
266	10	
267	10	28
268	10	
269	10	151
270	10	
271	10	39
272	15	
273-301	10	

Our Fighting Forces
DC, 1954

1	725	
2	340	277
3	310	
4-5	250	
6-9	190	
10	205	
11-15	135	
16-20	115	
21-30	90	
31-40	75	
41	90	
42-44	70	
45	235	
➥1st Gunner & Sarge		
46	95	
47	80	
48-50	60	
51-60	35	
61-64	28	
65-70	18	
71-80	15	
81-90	10	
91-99	7	
100-120	6	
121-150	5	
151-152	4	
153	4	16
154-160	4	
161	4	25
162-172	4	
173	4	15
174	4	
175	4	16
176-181	4	

Original Art

Early marker art

At Wizard World Chicago, I shared a booth with a friend who had the art for a Sad Sack story from 1959. What was interesting was that the art seemed to have been done with felt-tip markers, something rarely seen before the 1970s. Both of us are in our 50s and did not remember using magic markers before the late 1960s.

Originally, we thought the issue number on the piece was wrong and the story was much later, but on the back of each page was the Comics Code stamp with the date 1959. The question then became: When were markers invented and used by artists?

Some after-con research showed that markers were a lot older than we'd expected. The earliest felt-tip markers date from the 1940s. In 1952, inventor **Sidney Rosenthal** developed and began marketing a new felt-tip marking device. These were what we knew as Magic Markers when we were growing up.

While it took a while for the markers to enter general use, some artists began using them almost immediately — though use by comics artists was rare until **Alex Toth** and others promoted them in the 1960s.

The uncredited Sad Sack artist (Fred Rhoads?), then, may have been one of the first artists to use markers in a comic-book story. The marker panel depicted above is from a 1970 *Sad Sack*.

— George Hagenauer

Drops to 40¢ — Don Thompson story — Pentagram on cover

	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275
	OCT 78	NOV 78	DEC 78	JAN 79	FEB 79	MAR 79	APR 79	MAY 79	JUN 79	JUL 79	AUG 79	SEP 79	OCT 79	NOV 79	DEC 79
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

PRICE GUIDE KEY:
CGC INDICATORS

▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
▲ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

Solo #5

The most smoothly put together issue of the series so far, *Solo* #5 has seven stories that are connected by a series of framing sequences featuring Slam Bradley in a night on the town. There's an inspirational autobiographical story concerning the birth of the artist, a 1950s Cuban espionage tale nicely placed in the *New Frontier* universe, a romance piece involving a man and his vacuum cleaner with a twist(ed) ending, political commentary on the Iraq situation, intrigue with Catwoman, funnies, pin-ups, comic strips, and even a maze featuring Chemo and Amazo.

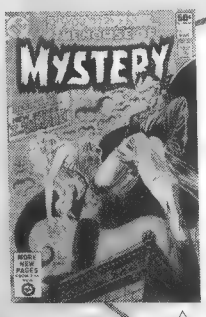
DC
WRITER:
DARWYN COOKE
ARTIST:
DARWYN COOKE
COLOR • 48 PGS.
$4.99

This is a brilliant collection with varied art styles and some of the best coloring work I've seen since the recent Question limited series, although the colorist is uncredited.

It also has an incredibly tight and moving, although referential, Batman story that makes this an essential issue for any fan of Batman or sequential art in general. Darwyn Cooke is not merely a great comics artist, but also an incredible storyteller on a level with the late Will Eisner.

★★★½ — Charlie Harris

www.dccomics.com



△ #290

HOUSE of MYSTERY

I, Vampire

As *House of Mystery* was beginning to near its end, one last attempt was made to breathe some life into the series with the introduction of Andrew Bennett, aka I, Vampire, an undead being who, unlike Dracula, attempted to use his curse to right wrongs.

image © 1981 DC

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Our Love Story MARVEL, 1969		
1	55	
2-4	25	
5	75	
➥Steranko art		
6-7	25	
8	25	137
9	35	
10-11	25	
12	35	
13	20	
14-20	12	
21-37	8	
38	15	
Outer Limits DELL, 1964		
1	125	410
2-5	65	
6-10	50	
11-18	35	
Outer Space CHARLTON, 1958		
Was This Magazine Is Haunted		
17	60	
18-20	75	
21	55	192
22-25	55	
Outlaw Kid MARVEL, 1970		
1	25	
2-4	10	
5	10	37
6-7	10	
8	15	
9	8	
10	20	79
11-20	8	
21-30	5	
Pact IMAGE, 2005		
1-3	3	
Pakkins' Land ALIAS, 2005		
1-4	3	
Parallax: Emerald Night DC, 1996		
1	15	
Patsy & Hedy MARVEL, 1952		
1	135	
2	70	
3-10	48	
11-20	32	
21-30	25	
31-50	23	
51-60	15	
61-90	12	
91-107	10	
108	10	72
109-110	10	
Ann 1	55	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Peanuts GOLD KEY, 1963		
1	125	
2-4	75	
Penny & Aggie ALIAS, 2005		
1-3	3	
Perfect Love ZIFF-DAVIS, 1951		
1	115	
2	80	
3	65	97
4-10	65	
Peter Parker: Spider-Man MARVEL, 1998		
1	5	
1/Sunburst	6	24
1/DF	14	54
2	2	
2/Suydam	2	
3-21	4	
25/Variant	6	
22-28	4	
29	4	15
30-43	3	
44	3	14
CGC 9.8 avg		31
45-57	3	
Ann '98-99	4	
Peter the Little Pest MARVEL, 1969		
1	75	
2-3	50	
4	50	171
Petticoat Junction DELL, 1964		
1	40	
2	30	70
3	30	
4	25	
5	30	
Phantom Stranger DC, 1952		
1	1500	
2	1000	
3-6	750	
Phantom Stranger DC, 1969		
1	125	382
2-3	60	
4	70	
5-7	50	
8-13	40	
14	35	73
15	35	
16	35	90
17	35	75
18-19	25	
20	25	63
21	25	
22-24	15	
25	15	27
26-30	15	
31	15	44
32	15	
33	15	55
34	15	
35	15	46
36-40	15	
41	15 ▽	57
Phoenix ATLAS-SEABOARD, 1975		
1	7	17
2	5	16

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
3-4	3	
Pigtale IMAGE, 2005		
1-3	3	
Pink Panther GOLD KEY, 1971		
1	40	
2	17	
3-5	15	
6-10	8	
11-20	6	
21-40	4	
41-74	3	
75-76	15	
77	17	
78-83	8	
84-87	15	
Pitt IMAGE, 1993		
½	2	
CGC 9.8 avg		22
1	3	13
1/Gold	4	
2-13	2	
14-20	3	
Planetary DC, 1999		
Warren Ellis series		
1	8	
2-5	3	
6	3	6
7-23	3	
Planet Comics FICTION HOUSE, 1940		
1	12500	
2	5000	
3	3250	
4-7	2500	
8-12	2000	
13-14	1500	
15	2700	
➥Scarce		
16-18	1350	
19-24	1225	
25-30	1000	
31-35	850	
36	850	1504
37-40	850	
41-50	600	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
51-53	500	
54	500	1151
55-58	500	
59	500	1646
60	500	
61-70	400	
71-73	300	
Planet of the Apes MARVEL, 1974		
1	20	69
2	10	30
3	9	29
4-5	8	
6	6	37
7-9	5	
10	5	47
11-26	5	
27	5	31
28-29	5	
Ann 1	4	
Planet of Vampires ATLAS-SEABOARD, 1975		
1	12	
2	8	27
3	8	29
Plastic Man DC, 1966		
1	150	526
2	50	153
3	30	94
4	20	72
5	20	102
6	15	
7	15	167
8	15	181
9-10	15	
11	8	18
12-20	8	
Plastic Man DC, 2004		
1-17	3	
Plop! DC, 1973		
1	18	43
2	8	31
3	8	
4	7	25

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
5	7	28
6	6	17
7-9	6	
10	6	25
11-17	5	
18	5	26
19-23	5	
24	8	
Pogo Possum DELL, 1949		
1	500	
2	400	
3-5	300	
6-8	250	
9-13	200	
14	150	
15	150	276
16	150	
Poison Elves: Ventures SIRIUS, 2005		
1	4	
Popular Comics DELL, 1936		
1	3650	
2	1285	
3	1025	
4	815	
5	750	
6-7	600	
8-10	565	
11-15	455	
16-20	400	
21-30	345	
31-40	300	
41-45	240	
46	310	
➥1st Marvel Man		
47-50	240	
51	205	
52	205	538
53-60	205	
61-71	160	
72-75	140	
76-78	200	
79-80	140	
81	130	
82	130	175
83-90	130	
91-96	110	
97	110 △	213
98-100	110	

RETROVIEW
Phantom Stranger #4 ★★★★

DC
Mar 1953
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover: Uncredited

"The Hairy Shadows" • 8 pp.

A couple seeking ghosts bumps into The Phantom Stranger and calls him "another ghost hunter" — until he solves the mystery of a creature from another dimension!

Ironically, the stories are the best yet, because they are the most logical. But will anyone ever learn anything about The Phantom Stranger except that he disappears when his job is done?

"The Riddle of the Ghostly Trumpet!" • 6 pp.

"The Dream Killer!" • 6 pp.

"Trail of the Lucky Coin!" • 4 pp.

"Mystery at Cape Cod" • 2 text pp.

© DC Comics

Last CGC copy: 6.5 — Then 10¢ NOW $475

Werewolf cover

Has Radio Shack insert

Goes to 50¢

Killer clown cover

	276	277	278	279	280	281	282	283	284	285
	JAN 80	FEB 80	MAR 80	APR 80	MAY 80	JUN 80	JUL 80	AUG 80	SEP 80	OCT 80
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

Phantom Stranger #5 ★★½

© DC Comics

"The Living Nightmare!" • 8 pp.

A young boxer named Samson isn't really the reincarnation of the biblical figure — or so The Phantom Stranger proves.

"I'd believe he was something supernatural, if he didn't assure me such don't exist!" mutters one of the puzzled fellows The Phantom Stranger helps.

"The Unseen Familiar!" • 6 pp.

"The Stars Screamed Danger!" • 6 pp.

"Time to Kill!" • 4 pp.

"Demon Count" • 1 pp.

"Hand of Glory" 1 pp.

"The Nameless Ones!" • 1 pp.

DC
May 1953
Writer: Uncredited
Pencils: John Giunta
Inks: Uncredited
Cover: Uncredited

Best CGC copy 4.5 — Then 10¢ NOW $475

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
101-110	85	
111	50	
112-130	80	
131-145	65	

Powerless
MARVEL, 2004

1-6	3	

Power Man & Iron Fist
MARVEL, 1974

17	8	72
18	5 △	36
19	5	
20	5	31
21-30	4	
30/30¢	20	
31	4	
31/30¢	20	
32	3	
32/30¢	20	
33	3	
33/30¢	20	
34	3	
34/30¢	20	
35-43	3	
44	3	10
44/35¢	15	
45	3	9
45/35¢	15	
46	3	
46/35¢	15	
47	3	
47/35¢	15	
48	10	46
49-50	6	
51-52	3	
53-55	4	
56	3	
57	12	25
58-65	3	
66	20	40
➥2nd Sabretooth		
67-77	2	
78	5	
79-83	2	
84	6	22
➥Sabretooth app.		
85-125	2	
Ann 1	4	40

Powers
IMAGE, 2000

1	7	16
2	6	
3	5	
4-10	4	
11-37	3	
Ann 1	4	

Powers
MARVEL, 2004

1-11	3	

Preacher
DC, 1995

1	13	24
2	6	
3-5	5	
6-10	4	
11-49	3	
50-66	4	
Dead/Alive: 1	20	
Cassidy: 1	6	
1 Man's War: 1	5	
Saint: 1-4	3	
Saddle: 1	5	
Good Old: 1	5	
You-Know: 1	5	

Prez
DC, 1973

1	12	38
2	6	
3-4	5	

Primer
COMICO, 1982

1	5	
2	55	82
➥1st Grendel		
3-4	4	
5	50	
➥1st Sam Kieth art		
6	5	

Promethea
DC, 1999
Alan Moore series

1	6	
1/Variant	7	
2	4	
3-22	3	
23	4	
24-31	3	
32	4	
32/Ltd	125	

Pulse
MARVEL, 2004

1	5	
CGC 9.8 avg		24
2-4	3	
5	2	
6-9	3	
10	6	

Punisher
MARVEL, 1986

1	13 ▽	42
CGC 9.8 avg		216
2	7	17
3	7	22
4	6	18
5	6	20

Punisher
MARVEL, 1987

1	7 ▽	25
CGC 9.8 avg		87
2	4	9
3	4	
4-9	3	
10	4	17
11-62	2	
63-74	1	
75	3	
76-80	2	
81-85	1	
86	3	
87-90	1	
91-99	2	
100	3	
100/Variant	4	
101	4	
102-104	2	
Ann 1	4	
Ann 2-7	3	

Punisher
MARVEL, 1995

1	3	
2-18	2	

Punisher
MARVEL, 1998

1	3	
1/Variant	6	
2-4	3	

Punisher
MARVEL, 2000

1	4	
1/Variant	9	
2	4	
2/Variant	6	
3	4	
4-12	3	
7	3	4
8	3	7
➥adds ..Future Force		
25-28	1	
29-31	2	
32	3	
33	5	

Punisher
MARVEL, 2001

1-37	3	

Punisher
MARVEL, 2004

1	5	
CGC 9.8 avg		24
1/DF	15	
CGC 9.8 avg		19
2	4	
CGC 9.8 avg		16
3-24	3	

Punisher Kills the Marvel Universe
MARVEL, 1995

1	20	31

Punisher: The End
MARVEL, 2004

1	5	
CGC 9.8 avg		21

Punisher War Journal
MARVEL, 1988

1	5 △	20
2	3 △	12
3-5	3	
6	3	19
CGC 9.8 avg		39
7	3	14
8-49	2	
50	3	
51-60	2	
61	3	
62-64	2	
64/Variant	2	
65	3	
66-74	2	
75	4	
76	3	
77-80	2	

Queen & Country
ONI, 2001

1	9	
1/FCBD	1	
2	7	
3	6	
4-15	5	
16-20	4	
21-28	3	

Queen & Country: Declassified
ONI, 2005

1-2	3	

Radioactive Man
BONGO, 1993

1	5	
88	5	20
216-1000	3	

Ragman
DC, 1976

1	5	19
2-5	3	

Rai
VALIANT, 1992

0	4 ▲	7
CGC 9.8 avg		29
1	8	18
CGC 9.8 avg		66
1/Companion	1	
2	6	17
3	16	30
CGC 9.8 avg		102
4	15 ▽	29
5	6	
6	3	

Rai and the Future Force
VALIANT, 1993

9	1	
➥was Rai		
9/Gold	18	
9/VVSS	10	
10-20	1	
21	2	
21/VVSS	60	
22-24	1	
➥becomes Rai again		

Original Art

Post-publication color "enhancements"

The above (color) panel is from an early *Tailspin Tommy* Sunday page. The first 150 were fully colored before they were printed, presumably by the artist **Hal Forrest**, since were some Sunday pages in the 1920s and early '30s before it became the norm to do the coloring on a Photostat.

The earlier colored Sundays proved to sell quicker and for higher prices than the later uncolored ones. As a result, there began to appear later Sundays that had been colored, not in the 1920s or early 1930s, but in the 1980s by dealers or fans seeking to enhance their value.

While this has not become a major problem, it is something that should be taken into account before paying a premium for a colored original, since it is often hard to prove when the coloring was done.

Originals are sometimes colored post-production by the artist or his/her assistant to give as gifts to friends or clients. These usually are signed and inscribed, and, if the signature is on top of the coloring, you know it was signed *after* it was colored and *before* it left the artist.

However, other originals have been colored by collectors or assistants (I own a *Barnaby* Sunday page that was owned and partially colored by **Joe Fischer**, a strip artist who also worked as a colorist for the syndicate) for their own enjoyment or to inflate the value of the art. So it is important to ask for additional proof regarding when and who did the coloring before paying a premium for a colored original.

— George Hagenauer

Mummy cover — 1st "I, Vampire" — Goes to 60¢ — Robot cover — Cain on cover

286	287	288	289	290	291	292	293	294	295	296	297	298	299	300
NOV 80	DEC 80	JAN 81	FEB 81	MAR 81	APR 81	MAY 81	JUN 81	JUL 81	AUG 81	SEP 81	OCT 81	NOV 81	DEC 81	JAN 82
NM Price $3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

PRICE GUIDE KEY:
OTHER CGC GRADES

Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4
CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

Stray Bullets #38

Stray Bullets is a car wreck of a comic book. You know there's going to be something awful there, but you just can't help but look.

Unlike a car crash, however, you'll almost always find something worthwhile, even though it may make you cringe. Credit creator David Lapham for his unflinching approach to storytelling. There's nothing black and white about the comic except the finely drawn, though sometimes sparse, art. Everybody's gray, including the villains, some of whom end up more sympathetic than the "heroes."

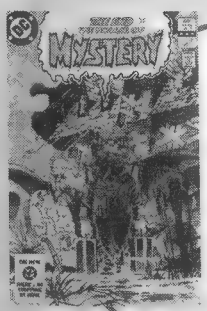
EL CAPITAN
WRITER:
DAVID LAPHAM
ARTIST:
DAVID LAPHAM
B/W • 32 Pgs.
$3.50

In "Poppycock," Virginia and Leon attempt to deal with Kevin's infidelity to Stef. But the scene turns ugly when Hussey shows up and unceremoniously spills the beans himself.

In this "Hijinks and Derring-Do" story arc, Lapham continues his exploration of the dark side of America, where no one is above doing just about anything to get what he or she wants, usually with sinister results.

★★★½ — **Timothy J. Wood**

www.elcapitanbooks.com



△ #321

HOUSE of MYSTERY

Don't get mad, get even

For the final issue, *House of Mystery*'s long-time host, Cain, paid a visit to the DC offices, where he threatened to take up residence unless plans were changed to turn the "House of Mystery" into "Condos of Fun." It didn't work, and Elvira took over just a few years later.

Image © 1983 DC

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Raiders of the Lost Ark MARVEL, 1981		
1	2	13
2-3	2	
Rampaging Hulk (mag) MARVEL, 1977		
1	35	130
2	14	
3-5	5	
6-9	4	
Rangers Comics FICTION HOUSE, 1941		
1	2750	
2	850	
3	650	
4-5	500	
6-12	425	
13-19	350	
20-24	300	
25-29	250	
30-36	175	
37	175	363
38-39	175	
40-56	120	
57	120	209
58-59	120	
60-69	90	
Rann-Thanagar War DC, 2005		
1	8	
1/Variant ➥2nd printing	5	
2	4	
3-4	3	
Rawhide Kid MARVEL, 1955		
1	800	
2	350	
3-5	185	
6-10	140	
11-14	110	
15	110	214
16	110	
17 ➥Origin, Kirby art	400	
18-21	95	
22	90	
23 ➥Origin retold, Kirby	200	
24-30	90	
31-44	75	
45	90	
46	60	
47-55	35	
56	35	59
57	35	
58	35	66
59-60	35	
61	25	
62	25	73
63-70	25	
71-85	18	
86	18	50
87-92	15	
93-97	12	
98	12	53
99	12	
100	18	
101-113	12	
114-120	10	
121-133	7	
133/30¢	20	
134	7	
134/30¢	20	
135-140	7	
140/35¢	15	
141-151	6	
Special 1	12	
Razor's Edge: Warblade DC, 2005		
1-5	3	
Realm ARROW, 1986		
1	5	20
2-3	2	
4	4	
5-15	2	
16-21	3	
Real Screen Comics DC, 1945		
1	750	
2	325	
3	250	
4-5	175	
6-10	125	
11-21	80	
22-30	55	
31-39	38	
40-50	26	
51-60	18	
61-70	16	
71-90	14	
91-100	10	
101-128	8	
Red Circle Sorcery RED CIRCLE, 1974 Was Chilling Adventures in Sorcery		
6	10	
7-10	5	
11	5	17
Red Seal Comics HARRY A. CHESLER, 1945		
14	475	
15	315	
16	315	975
17-19	285	
20-22	250	
Red Sonja DYNAMITE COMICS, 2005		
0/Black	3	
0/White	3	
0/Ross	30	
0/Sketch	150	
0/Foil	10	
0/Authentix	20	
0/DF	25	
1	20	
1/Rivera	25	
1/Adams	35	
1/Linsner	125	
1/Ross	40	
1/Rubi	20	
1/DF	35	
Red Sonja MARVEL, 1976		
1 ▲	8	32
2	3	
3	3	29
4	3	
4/35¢	20	
5	3	
5/35¢	20	
6	3	
7-15	2	
Red Sonja MARVEL, 1983		
1-2	5	
Red Sonja MARVEL, 1983		
1-13	4	
Red Wolf MARVEL, 1972		
1	35	120
2	18	
3	15	
4	15	45
5	15	
6-7	10	
8	10	46
9	10	
Richard Dragon, Kung-Fu Fighter DC, 1975		
1	10	38
2-3	4	
4-5	3	
6-18	2	
Richie Rich HARVEY, 1960		
1	3250	
2	950	
3	500	
4-5	375	
6-9	250	
10	175	
11-15	125	
16-20	90	
21-30	65	
31-40	45	
41-47	35	
48	35	120
49	35	
50-60	25	
61-65	20	
66	20	64
67-70	20	
71-83	15	
84	15	71
85-88	15	
89-102	10	
103-126	7	
127-159	5	
160-200	3	
201-254	2	
Richie Rich Dollars & Cents HARVEY, 1963		
1	250	
2	125	
3	85	
4	85	314
5	85	
6-10	40	
11-20	25	
21-30	15	
31-40	10	
41-50	7	
51-60	5	
61-70	3	
71-90	2	
91-109	1	
Richie Rich Millions HARVEY, 1961		
1	200	
2-3	100	
4	75	
5	75	248
6	75	248
7-10	75	
11-20	40	
21-30	25	
31-42	15	
43-50	10	
51-61	7	
62-80	5	
81-90	3	
91-110	2	
111-113	1	
Richie Rich Money World HARVEY, 1972		
1	85	334

RR $ World #1
2002 price: $45
Now $85

2	35	
3	25	
4-5	20	
6-10	15	
11-18	10	
19-28	7	
29-38	5	
39-59	3	
Richie Rich Success Stories HARVEY, 1964		
1	200	
2	100	
3-4	75	
5•6	50	
7 ▽	50	155
8-10	50	
11-20	25	
21-25	20	
26-30	15	
31-40	10	
41-70	7	
71-89	5	
90-100	3	
101-105	2	

RETROVIEW
Phantom Stranger #6 ★★★★

"Doorway in the Sky!" • 6 pp.

When The Phantom Stranger agrees to star in a movie, a crooked cameraman tries to take advantage.

The classic "Doorway in the Sky" cover can't save The Phantom Stranger from seeing his series vanish as suddenly as he always does.

"The Ghosts in the Locked Room!" • 8 pp.

A gang of jewel thieves poses a locked-room puzzle — until The Phantom Stranger provides the explanation.

"Horror in Miniature!" • 6 pp.

"Dead Man's Bluff!" • 4 pp.

"The Mystical Mesmer" • 2 text pp.

DC
Jul 1953
Writer: Uncredited
Pencils: Uncredited
Inks: Uncredited
Cover: Uncredited

© DC Comics

Near Mint copy: 9.0 **Then 10¢ NOW $475**

I, Vampire in Egypt

Skeleton cover

	NM Price	301 FEB 82	302 MAR 82	303 APR 82	304 MAY 82	305 JUN 82	306 JUL 82	307 AUG 82	308 SEP 82
THE BOTTOM LINE		$3	$3	$3	$3	$3	$3	$3	$3

Stranger adventures

The Phantom Stranger, of course, was far more successful in his second incarnation, appearing in 41 issues of his own title (1969-76), along with other DC stories. By that time, the Comics Code Authority had been liberalized enough to permit the character's return. All the original *Phantom Stranger* stories were pre-Code, but DC proved skittish in 1953 with the criticism of horror comics. DC canceled *The Phantom Stranger* after these six now-hard-to-find issues — in which he appeared in 18 tightly plotted stories of either six or eight pages — at the same time the image-conscious company did away with *Sensation Mystery* after 10 issues. The company already had dumped The Ghost-Breaker in *Star Spangled Comics* a year earlier. That left the increasingly tame *House of Mystery* as DC's only weird-story comic book. For anyone who doubts that a good story can be told in six pages, this is a great title to check out.

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Rima The Jungle Girl		
DC, 1974		
1	13	42
2-3	7	
4	7	28
5-6	7	
7	7	21
Ringo Kid		
MARVEL, 1970		
1	20	
2	8	
3-10	5	
11	4	
12	10	36
13-27	4	
27/30¢	20	
28	4	
28/30¢	20	
29-30	4	
Rip Hunter		
DC, 1961		
1	350	
2	140	
3	115	
4-5	95	
6-7	85	
8-15	70	
16-20	58	
21-25	48	
26-29	40	
Rising Stars		
IMAGE, 1999		
0	5	
0/Gold	12	
½	3	
1/Holofoil	8	15
1/Chromium	10	
1/Kids	7	
1/Fighting	6	
1/Funeral	5	
1/Wiz	4	
2	3	
2/DF	4	
2/DF Gold	7	
3-24	3	
Ashcan 1	3	
Bright: 1-3	3	
Voices: 1-2	3	
Robin		
DC, 1993		
0	2	
1	4	15
1/Variant	4	
2-14	2	
14/Variant	3	
15-49	2	
50	3	
51-74	2	
75	3	
76-99	2	
100	4	
101-125	2	
126	5	
CGC 9.8 avg		26
➥Robin quits		
127	4	
➥New Robin		
128	3	
129-139	2	
140	3	
1000000	4	
Ann 3-6	3	
Giant 1	6	
Robocop		
AVATAR, 2003		
Frank Miller series		
1	5	
1/Platinum	7	
1/Wraparound	5	
2	4	
2/Platinum	5	
3-8	4	
3-8/Miller	4	
3-8/Platinum	5	
3-8/Wraparound	4	
Rocky and His Fiendish Friends		
GOLD KEY, 1962		
1	100	
2	75	
3	75	181
4-5	60	
Rogue		
MARVEL, 1995		
1	3	
CGC 9.8 avg		19
2-4	3	
Rom		
MARVEL, 1979		
1	8	25
2-10	2	
11-16	1	
17-75	2	
Ann 1-4	1	
Ronin		
DC, 1983		
Frank Miller series		
1	4	13
2-5	3	
6	5	17
Runaways		
MARVEL, 2003		
1	4	
CGC 9.8 avg		23
2-18	3	
Runaways		
MARVEL, 2005		
1	3	
1/Variant	4	
2-6	3	
Saga of the Swamp Thing		
DC, 1982		
1	3	
2-19	2	
20	15	27
➥Alan Moore starts		
21	12 ▽	21
22-25	6	
26	4	
27	4	11
28	4	17
29-32	4	
33	3	
34	5	
35-36	3	
37	55	59
CGC 9.8 avg		225
➥1st Hellblazer		
38	15	
39-40	9	
41-45	4	
Ann 1-3	3	
Sandman		
DC, 1974		
1	15 △	48
2	7	25
3-5	4	
6	4	19
Sandman		
DC, 1989		
1	25	36
2	12	26
3	12	
4	4	
5	4	13
6-7	4	
8	15	59
➥1st Death		
8/Ltd.	35	
9-14	4	
15-21	3	
22	4	13
23-49	3	
50	5	
50/Gold	20	
51-74	3	
75	4	
Special 1	5	
Sandman: A Gallery of Dreams		
DC, 1994		
1	5	16
Savage Combat Tales		
ATLAS-SEABOARD, 1975		
1	16	
2-3	10	
Savage Dragon		
IMAGE, 1993		
½	3	
½/Platinum	4	
CGC 9.8 avg		20
1-3	3	
Savage Dragon		
CONTINUED		
4-12	2	
13	3	
13/Variant	3	
14	2	
15-25	3	
25/Variant	4	
26-49	3	
50	6	
51/Variant	3	
52-74	3	
75	6	
76-99	3	
100	9	
101-121	3	
Savage She-Hulk		
MARVEL, 1980		
1	8 ▲	26
CGC 9.8 avg		70
2	5 ▽	15
3-5	3	
6-25	2	
Savage Sword of Conan		
MARVEL, 1974		
1	60	170
2	28 ▽	73
3	16	58
4	12	55
5	12	40
6	12	27
7-9	12	
10	12	65
11-19	8	
20	8	31
21-29	6	
30-50	5	
51-173	3	
174-235	2	
Ann 1	17	62
Special 1	6	
Savage Tales		
MARVEL, 1971		
1	150	544
2	32	103
3	20	66
4	20	59
5	12	71
6	10	56
7-11	10	
12	8	
Ann 1	25 ▽	70
Scooby-Doo		
MARVEL, 1977		
1	15	50
1/35¢	20	50
2-4	7	
5-9	4	
Scooby Doo, Where Are You?		
GOLD KEY, 1970		
1	100	
2-8	50	
9-11	25	
12	25	87
13-18	25	
19	25	89
20-30	15	
Scorpion		
ATLAS-SEABOARD, 1975		
1	16	37
2	16	18
3	10	

Odd Comics

The Asterix and Obelix folio edition

Folio editions are oversize books often printed the same size as the original art. While portfolios of illustration by comics and fantasy artists have been popular in America, expensive folio editions of comic books have not.

While never really common due to their expense, folio editions of comics have been a feature on the European comics scene for some time, with such major creators as **Crepax** often publishing huge limited folio editions of their work. *Heavy Metal* is trying to bring this tradition to America with its recent production of an entire book by **Frezzatto**, *sans* captions from the original paintings.

One of the scarcer European folios is the 1977 Dargaud Folio of the popular comic *Asterix*. Limited to 25 copies, this 13¾ x 17-inch tall leatherette volume was probably produced as a promotional tool for introducing the character to American distributors, since it appeared about the same time as the first *Asterix* animated featured and the comic strip.

The folio, which is totally in English, includes 30 pages of information about the creators **Rene Goscinny** and **Albert Uderzo**, their studio, the characters, the film, and related merchandise. Then there is a complete 150-strip *Asterix* comic-strip story shot three dailies to a page and the entire book *The Great Crossing* shot about the same size as the original art.

— George Hagenauer

I, Vampire portrait cover

I, Vampire dies

Final issue; Cain moves out

309	310	311	312	313	314	315	316	317	318	319	320	321
OCT 82	NOV 82	DEC 82	JAN 83	FEB 83	MAR 83	APR 83	MAY 83	JUN 83	JUL 83	AUG 83	SEP 83	OCT 83
NM Price $3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

The Surrogates #1

The Surrogates imagines a future in which people own synthetic humanoids that carry out their day-to-day activities. What makes the story unusual is that the surrogates not only perform the more drudgery-induced aspects of life, but they also engage in dating and other recreational activities. In fact, users, who control their robots via a type of remote-control mental link, live their lives in largely vicarious fashion through the surrogates.

TOP SHELF
WRITER:
ROBERT VENDITTI
ARTIST:
BRETT WELDELE
Color • 32 Pgs.
$2.95

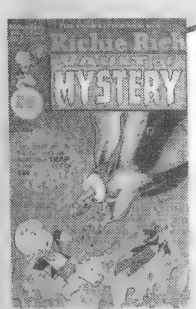
With the proliferation of cell phones, artificial intelligence, cyberspace, virtual reality, and other technological wonders that further separate us from real experiences and actual human contact, *The Surrogates* is a plausible (not to mention fascinating) piece of sociological science fiction. There's a mystery afoot, as well.

Brett Weldele's gritty, rough-and-tumble art is sketchy to the point of distraction at times, but hyper-realism probably would have ruined the overall effect the writer was looking for.

Fans of reality-questioning novelist and short-story author Philip K. Dick will surely enjoy *The Surrogates.*

★★★½ — **Brett Weiss**

www.topshelfcomix.com

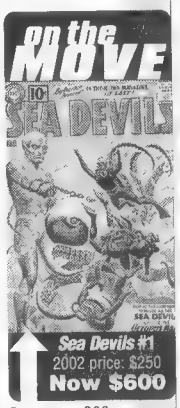


△ #5

"...if it wasn't for that darn Rich kid!"

Easily the best Harvey title of the 1970s, *Vaults of Mystery* (originally just "Vault" for #1-5) was a showcase for multi-part Richie Rich adventure stories, pitting the Pint-Sized Plutocrat against Scooby-Doo style mad scientists running *lots* of haunted castles.

Image © 1975 Harvey



	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Scream Comics		
HUMOR, 1944		
1	100	313
2	55	
3-10	45	
11-18	42	
19	52	
Sea Devils		
DC, 1961		
1	500	
2	300	
3	200	
4-5	125	
6-13	75	
14-20	50	
21-22	35	
23	35	127
24-28	35	
29	35	136
30-35	35	
Sea of Red		
IMAGE, 2005		
1-3	3	
Secret Agent		
GOLD KEY, 1966		
1	40	126
2	25	
Secret Defenders		
MARVEL, 1993		
1-25	2	
Secret Origins		
DC, 1961		
Ann 1	400	
Secret Origins		
DC, 1973		
1	18	54
2	8	
3-4	7	
5-7	6	
Secret Origins		
DC, 1986		
1	5	
2-50	2	
Ann 1-3	3	
Giant 1	5	
Special 1	2	
Secret Six		
DC, 1968		
1	45	165
2	15	
3-5	12	
6	15	59
7	20	
Secret Society of Super-Villains		
DC, 1976		
1	10 ▽	29
2	5	
3	5	42
4-8	5	
9-15	3	
Secrets of Haunted House		
DC, 1975		
1	35	125
2-4	12	
5	18	
6-9	10	
10	10	23
11-15	6	
16-20	6	
21-30	3	
31	5	
32-46	3	
Secrets of Sinister House		
DC, 1972		
Was Sinister House of Secret Love		
5	40	
6-9	20	
10	25	
11-15	15	
16	12	
17	12	75
18	15	
Secret War		
MARVEL, 2004		
1	10	
CGC 9.8 avg		28
1/Commem	5 ▽	14
CGC 9.8 avg		30
1/3rd	4	
2	6	
CGC 9.8 avg		38
3	4	
CGC 9.8 avg		23
4	4	
Sensational She-Hulk		
MARVEL, 1989		
1	3	
2-49	2	
50	3	
51-60	2	
Sensational Spider-Man		
MARVEL, 1996		
-1	2	
0	5	
1	2	
1/Collector's	4	15
2-11	2	
11/Collector's	7	
12-24	2	
25	3	
25/Wanted	3	
26-33	2	
Ann 1996	3	

RetroView Tarzan

1975-1978
Reviewed by Michael Tierney

While initial interest in the revitalized *Tarzan* series from DC was high, with Joe Kubert adapting early Burroughs novels and giving them the space they needed to be done properly in comics form, series circulation began to decline again, down to the last reported average paid circulation of 145,000 copies per issue.

Despite the infusion by DC of modern storytelling techniques and a renewed dedication to adapting the original Tarzan novels, the series stumbled as it neared its end.

Tarzan ™ Edgar Rice Burroughs Inc.

CALL TO OWN THE ORIGINALS IN NM: $X

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Sensation Comics		
DC, 1942		
1	27500	
2	5200	
3	2750	
4	1850	
5	1550	
6	1400	
7-10	1140	
11-19	1075	
20	1075	895
21-30	840	
31-34	610	
35-40	560	
41-44	495	
45	495	800
46-50	495	
51-58	455	
59	455	942
60	455	
61-67	395	
68	500	
➡1st Huntress		
69	395	662
70	395	
71	380	
72	380	1569
73-80	380	
81	425	
82-83	385	
84	385	1060
85-90	385	
91-93	190	
94	350	
95-99	190	
100-109	450	
Sentry		
MARVEL, 2000		
1	7	
1/Variant	10	
1/Conv	15	
2-5	3	
FF: 1	3	
Hulk: 1	3	
Spider-Man: 1	3	
Void: 1	5	
X-Men: 1	3	
Serenity		
DARK HORSE, 2005		
Joss Whedon series		
1/Cassaday	8	
1/Hitch	7	
1/Jones	8	
2/Bradstreet	5	
2/Chen	4	
2/Quesada	5	
2/DHP	10	
Sgt. Fury		
MARVEL, 1963		
1	1500	
2	400	
3-5	225	
6-10	150	
11	100	
12	100 ▽	374
13	500	1763
➡Cap. America app.		
14	80	290
15	80	
16	75	241
17-18	75	
19	75	197
20-21	50	
22	50	96
23	50	
24	30	
25	50	89
26	50	110
27	50	
28	40	136
29-31	40	
32-38	25	
39	20 ▽	78
40	20 ▽	68
41	15 ▽	54
42-48	15	
49	15	56
50	15	48
51	15	
52	15	62
53	15	
54	15	57
55	15	81
56	15	51
57	15	
58	15	39
59	15	69
60	15	68
61-63	15	
64	12	
65	12	41
66-67	12	
68	12	44
69-75	12	
76	12	50
77	12	
78	12	35
79-85	12	
86	12	53
87-99	12	
100	25	113
101	12	
102	10	
103-106	8	
107	8	60
108-110	8	
111-115	6	
116	6	31
117-121	6	
122-131	5	
132-133	4	
133/30¢	20	
134	4	
134/30¢	20	
135-141	4	
141/35¢	15	
142	4	
142/35¢	15	
143-151	4	
152-167	3	
Ann 1	125	
Ann 2	55	
Ann 3	30	97
Ann 4	22	
Ann 5	10	
Ann 6-7	9	
Sgt. Rock		
DC, 1977		
Was Our Army at War		
302	25	
303-307	15	
308-312	10	
313-320	8	
321-330	6	
331-341	5	
342-350	4	
351-390	3	
391-422	2	
Ann 1-2	4	
Ann 3-4	3	
Seven Soldiers		
DC, 2005		
0	5	
0/Faces	3	
Guardian: 1-3	4	
Klarion: 1-3	4	
Sh. Knight: 1-3	4	
Zatanna: 1-3	4	

Cover title says "Vault"	Frankenstein Gang	"Golden Caller"	"World of Germs"	"Condor's Castle"	"Ghost of Rich Castle"	"Atoman"	"Mystery of Trebor"	"The Googol"
1 NOV 74	2 JAN 75	3 MAR 75	4 MAY 75	5 JUL 75	6 SEP 75	7 NOV 75	8 JAN 76	9 MAR 76
NM Price $25	$15	$8	$8	$8	$8	$5	$5	$5

THE BOTTOM LINE

Tarzan #240 ★★★

© Edgar Rice Burroughs, Inc.

DC
Aug 1975 • 17 pp.
Writer: Uncredited
Pencils: Franc Reyes, Neal MacDonald
Inks: Reyes, MacDonald
Cover: Joe Kubert

"Tarzan and the Castaways, Part 1"

Tarzan is caged and shipped out on the *Saigon*, along with an assortment of animals from around the world.

The adaptation of Burroughs' last Tarzan novel begins. Bound for Sumatra, the cargo ship *Saigon* is taken over by mutineers. For sport, they cage the young passenger Janette with the "Wild Man" but are disappointed to find her still safe the next morning. After the mutineers hijack a yacht, Tarzan makes his escape. But a storm wrecks the *Saigon* on the reef of an uncharted island. Tarzan warns the castaways that they are not alone. **Fantastic Creatures of Edgar Rice Burroughs" • 2 pp.**

We CBG copies **Then 25¢ NOW $3**

THE FIVE CENT
COMIC LIBRARY
No. 169. {COMPLETE.} FRANK TOUSEY, PUBLISHER, 24 Union Square, N. Y. {PRICE 5 CENTS.} Vol. VII.
SHORTY JUNIOR; or, THE SON OF HIS DAD.
H. C. BRANSDELL.

The Five Cent Comic Library

The above magazine (published in 1897 by **Frank Tousey**), while it has *Comic* in the title, is not an early comic-book prototype.

It's what is known as a dime novel (in spite of the fact it is priced 5¢), which were slim fiction magazines that began publishing during the Civil War — lasting until they were superseded by pulp magazines during the 1920s.

They are called "novels," because each one featured a complete, albeit short, novel.

Their formats varied over the time they were published, but *Comic Library* is a typical dime novel of its period — essentially 32 8.5- by almost 11-inch pages on cheap pulp paper with a black and white cover. (The first color covers appeared on dime novels in 1896.)

While most dime novels featured Western, detective, or romance tales, the *Comic Library*'s focus was humorous stories — in the case of this issue, a crude slapstick tale with lots of ethnic humor.

Outside of the humor theme, what makes this series unusual is that it has 11 half-page interior illustrations all depicting funny situations from the story. Every other dime novel I've seen so far has no interior art. The artist is uncredited, and writer **Peter Pad** is probably a pen name.

The series started several years before *The Yellow Kid* in 1892 and ran 192 issues, ending in 1898.

*— **George Hagenauer** reports on the original art markets for **CBG**. Write him at **yellowkd@merr.com**.*

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Seventh Shrine		
IMAGE, 2005		
1	6	
Shade, The Changing Man		
DC, 1977		
1	10	34
2	4	13
3-4	4	
5	4	18
6	4	16
7-8	4	
Shadow		
DC, 1973		
1	12 △	43
2	8	35
3	8	
4	6	
5	4	15
6	5	
7-12	4	
Shadowman		
VALIANT, 1992		
0/Non-chrom.	5	
0/VVSS	45	
0	3	
0/Gold	20	
1	8	14
CGC 9.8 avg		51
2-3	5	
4	3	4
5-6	3	
7	2	
8	4	
9	2	
10-15	1	
16	2	
17-18	1	
19	5	
20-24	1	
25	2	
26-31	1	
32-39	2	
40-41	3	
42	4	
43	7	
YB 1	4	
Shanna the She-Devil		
MARVEL, 1972		
1	27	98
2	6	
3-5	4	
Shanna the She-Devil		
MARVEL, 2005		
1	6	
CGC 9.8 avg		51
2-7	4	
Shaolin Cowboy		
BURLYMAN, 2005		
1	4	
1/Variant	5	
2	4	
2/Mignola	8	
3	4	
Shaun of the Dead		
IDEA & DESIGN WORKS, 2005		
1	4	
1/Autographed	20	
2	4	
Shazam!		
DC, 1973		
1	20	63
2	10	
3	10	36
4-7	10	
8	20	64
➥100-page issue		
9-10	10	
11	10	29
12-17	10	
18-35	7	
She-Hulk		
MARVEL, 2004		
1	12	
CGC 9.8 avg		26
2	7	
3	4	
4-12	3	
Sherlock Holmes		
DC, 1975		
1	8 ▽	29
SHIELD		
MARVEL, 1973		
1	15	50
2-5	5	
Shock Illustrated		
E.C., 1955		
1-2	200	
3	800	
Shock SuspenStories		
E.C., 1952		
1	850	
2	500	
3	350	
4	325	
5	290	
6-7	350	
8	260	
9-11	210	
12	225	
13	350	
➥Frazetta art		
14-15	200	
16-18	170	
Shogun Warriors		
MARVEL, 1979		
1	5	20
CGC 9.8 avg		49
2-20	2	
Showcase		
DC, 1956		
1	3500	
2-3	1000	
4	27500	
➥1st Silver Age Flash		
5	1000	
6	4000	
7	2000	
8	11500	
➥2nd SA Flash		
9	7500	
10	3000	
11-12	1750	
13-14	4500	
15	2000	
16	1000	
17	2750	
➥1st Adam Strange		
18	1200	
19	1500	3125
20	1000	
21	500	
22	5600	
➥1st SA Grn. Lantern		
23-24	1750	
25-26	350	
27	900	
28-29	400	
30	800	
31-32	400	
33	375	
34	1250	
35	700	
36	525	
37	700	
38	400	
39	350	
40	300	
41-42	150	
43	450	
44	100	
45	325	
46-47	100	
48-52	80	
53-54	100	
55	275	801
➥Dr Fate origin		
56	125	
57	225	
58	150 ▽	337
59	125	445
60	225	694
➥Spectre origin		
61	100	342
62	80	
63	50	
64	100	348
➥Spectre app.		
65	50	
66	30	93
67	30	
68	30	83
69	30	
70	30	185
71	30	
72	30	86
73	85	264
➥1st Creeper		
74	45	147
➥1st Anthro		
75	75	264
➥1st Hawk & Dove		
76-77	50	
78	35	
79-80	45	
81	45	159
82	40	119
83-84	40	
85	20	
86	20	69
87	20	
88-93	15	
94	20	24
➥New Doom Patrol		
95-96	8	
97-99	6	
100	6	32
101	6	23
102	6	
103	6	27
104	5	
Silent Hill		
IDEA & DESIGN WORKS, 2005		
Paint Black:	7	
Dying: 1-5	4	
Dying: 3/Var	4	
Silent Dragon		
DC, 2005		
1	3	
Silly Symphonies		
DELL, 1952		
1	200	
2	175	
3-4	125	
5-7	110	
8	110	391
9	110	

	"Voodoo Menace"	Youth Maker	"Mini-Mansion"	Spectro Castle	"Fantastic Weapon"	"Kookly's Castle"	"Land of Shibik"	"Museum Robbery"	Vs. Sokrates Monopoles	Pirate ship	Versus Convac			"Lightning Robberies"
	10 MAY 76	11 JUL 76	12 SEP 76	13 NOV 76	14 JAN 77	15 MAR 77	16 MAY 77	17 JUL 77	18 SEP 77	19 NOV 77	20 JAN 78	21 MAR 78	22 MAY 78	23 JUL 78
NM Price	$5	$4	$4	$4	$4	$4	$4	$4	$4	$4	$4	$3	$3	$3

PRICE GUIDE KEY: OTHER CGC GRADES
Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4
CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

Swamp Thing #16

In its latest incarnation under Joshua Dysart, *Swamp Thing* has skewed toward the introspective, as the two parts of the being that used to be Alec Holland cope with both the personal and wider implications of their current split. Each story arc has emphasized a different aspect of this separation, with both entities dealing with their own demons and dancing around their inevitable reintegration.

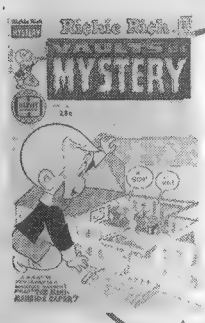
DC/VERTIGO
WRITER:
JOSHUA DYSART
ARTIST:
ENRIQUE BRECCIA
COLOR • 32 PGS.
$2.99

In the second chapter of "Where the Rushing Waters Go," the entity known as The Holland Mind manifests in the husk of Alec's former botany professor. He warns Swamp Thing of a new threat to The Green: a dead zone in the Gulf of Mexico. Healing that is the first step toward making himself whole.

Putting aside the annoying flashbacks to Alec Holland's college days, this issue sets up an intriguing encounter between Swamp Thing and the unnatural thing living at the bottom of the dead zone. Although he can be needlessly obscure at times, Dysart moves the story along more expeditiously than in previous issues, and Enrique Breccia's angular art services the plot well.

★★★ — **Timothy J. Wood**

www.dccomics.com



Good googly

Several *Vaults* stories had clever plots and Barksian references to obscure facts. The mystery in #9 was solved with a *word*. "The Googol" was really a WWII pilot who'd dumped his precious cargo when pursued — making him "one followed by a hundred Zeroes!"

image © 1976 Harvey

THE BOTTOM LINE

	UNSLABBED Near Mint	CGC 9.4 NM	SLABBED Near Mint	CGC 9.4 NM
Silver Streak Comics				
LEV GLEASON, 1939				
1	11000			
2	4000			
3	3500			
4	1750			
5	2000			
6	13500			
7	8300			
8	3200			
9	1900			
10	1500			
11	1000			
12-14	850			
15-23	700			
Silver Surfer				
MARVEL, 1968				
1	375 ▽		1145	
2	160		346	
3	135		555	
4	265		853	
➥Surfer vs. Thor				
5	75		271	
6	75		287	
7	90		367	
8	95		372	
9	60		259	
10	60		215	
11	65		260	
12	50		197	
13	70		269	
14	125		475	
➥Spider-Man app.				
15	55		277	
16	55		214	
17	55		206	
18	55		215	
Silver Surfer				
MARVEL, 1988				
1	3			
CGC 9.8 avg			46	
2	3			
Silver Surfer				
MARVEL, 1987				
-1-½	3			
½/Platinum	6			
1	7		19	
2	6			
3-10	4			
11-14	3			
15	4			
16-24	3			
25	4			
26-31	3			
32-33	2			
34	5		20	
35	4			
36-38	3			
39-45	2			
46-47	3			
48-49	2			
50	5		15	
51-74	2			
75	4			
76-85	2			
85/Collector's	3			
86-90	2			
91	1			
92-99	2			
100	3			
100/Variant	4			
101-146	2			
Annuals	3			
Silver Surfer				
MARVEL, 1982				
1	12			
Simpsons Comics				
BONGO, 1992				
1	5			
2	4			
3-10	3			
11-31	2			
32	3			
33-39	2			
40-108	3			
Sin City				
DARK HORSE, 1993				
See Dark Horse Presnts				
1	15			
Sin City				
DARK HORSE				
Dame: 1	4			
Dame: 1/2nd-6	3			
Hell/Back: 1	3			
Hell/Back: 2-9	3			
Sat. Night: ½-1	3			
Lost/Lethal: 1	3			
Sex/Violence:	4			
Silent Night:	4			
Yell. Bastrd: 1	4			
Yell. Basd: 2-6	4			
Babe/Red:	3			
Big Kill: 1-5	3			
Sinister House of Secret Love				
DC, 1971				
1	125		445	
2	75			
3	75		226	
4	75			
Six Million Dollar Man				
CHARLTON, 1976				
1	12 ▽		49	
2	6		21	
3-5	5			
6-9	4			
Skull the Slayer				
MARVEL, 1975				
1	12		48	
2	5			
3	2			
4-5	4			
5/30¢	20			
6	3			
6/30¢	20			
7-8	3			
Smoke				
IDEA & DESIGN WORKS, 2005				
1	10			
2	7			
Smurfs				
MARVEL, 1982				
1	4		19	
2	4		18	
3	4			
Snagglepuss				
GOLD KEY, 1962				
1	45			
2	30			
3	30		93	
4	30			
Soap Opera Love				
CHARLTON, 1983				
1	25		102	
2-3	15			
Sojourn				
CROSSGEN, 2001				
1	5		20	
CGC 9.8 avg			77	
2-24	3			
25	1			
26-34/2nd	3			
Special 1	4			
Prequel:	5		22	
Solar, Man of the Atom				
VALIANT, 1991				
1	7 ▽		21	
CGC 9.8 avg			94	
2	5		13	
3	5		18	
CGC 9.8 avg			59	
4-5	5			
6	5		5	
CGC 9.8 avg			38	
7	5			
8	6			
9	6		5	
10	16 △		31	
➥1st Eternal Warrior				
11	5			
12	4			
13	2			
14	4			
15-16	2			
17-32	1			
33	2			
34-41	1			
42-50	2			
51-56	3			
57-58	4			
59	5			
60	10			
Solo				
DC, 2005				
1-5	5			
Son of Vulcan				
DC, 2005				
1-3	3			
Sonic the Hedgehog				
ARCHIE, 1993				
0	9			
1	12 △		34	
2-3	9			
4-5	7			
6-10	6			
11-20	4			
21-50	3			
51-148	2			
Special 1	3			
Special 2-15	2			
Son of Satan				
MARVEL, 1975				
1	20		61	
2	15		30	
3	10		40	
3/30¢	15		83	
4	10			
4/30¢	15			
5	10		44	
5/30¢	15			
6-8	10			
Soulfire				
ASPEN, 2004				
Michael Turner series				
0	5			
0/Conv	7			
0/DF	15			
1/Diamond	5			
1	7			
1/DF	15			
1/Jay	6			
1/Virgin	8			
1/Wiz	5			
2	6			
2/Rupps	10			
3	5			
4	3			
4/Variant	4			
4/Campbell	3			
4/Lee	4			
4/Conv	10			
Soulfire: Beginnings				
ASPEN, 2003				
1	4			
1/Conv	10			
Soulfire: Dying of the Light				
ASPEN, 2005				
0	3			
0/Conv	15			
0/Graham	15			
0/Conv VIP	25			
Soul Saga				
TOP COW, 2000				
1	3 ▽		9	
2-5	3			
Space Action				
ACE, 1952				
1	525		1228	
2-3	350			
Space Adventures				
CHARLTON, 1952				
1	240			
2	125			
3-5	105			
6-9	90			
10-12	225			
13	90		156	
14-19	90			
20	110			
21	80			
23	100			
24-32	70			
33	325			
➥1st Captain Atom				
34	150			
35-40	125			
41	25			
42	75			
43	25			
44	25		68	
45-50	25			
51-59	18			
60	18		71	
61-72	12			
Space Family Robinson				
GOLD KEY, 1962				
1	225			
2	100			
3-5	75			
6-10	50			
11-13	35			
14	35		126	
15	35		82	
16-20	25			
21-24	20			
25	20		53	
26	20			
27	20		59	
28-29	20			
30	20		100	
31-44	20			
45-54	10			
55-59	6			
Space Ghost				
GOLD KEY, 1967				
1	150			
Space Ghost				
COMICO, 1987				
1	4			

RETROVIEW
Tarzan #241

★★★

"Tarzan and the Castaways, Part 2"

DC
Sep 1975 • 17 pp.
Writer: Uncredited
Pencils: Franc Reyes, Rudy Florese, Neal MacDonald
Inks: Reyes, et al
Cover: Joe Kubert

Tarzan discovers the Mayan city of Chichen Itza on a lost island in the South Pacific.

While the mutineers begin to stir up trouble again, Tarzan is mistaken for a god by the Mayans. Of course, the high priest doesn't believe it and orders Tarzan's capture. The first two chapters of this story are good examples of the many times the ape-man is knocked unconscious. If he were a football player, he'd have to retire because of multiple concussions. Regaining his wits, Tarzan breaks into the high priest's temple and stops him from sacrificing a woman.

"Fantastic Creatures of Edgar Rice Burroughs" • 2 pp.

© Edgar Rice Burroughs, Inc.

Then 25¢ NOW $3

	Moon is stolen	"Hidden City"	"Greymoor Castle"	"Night of Terror"	Harvey's "Iceman" villain returns with heat powers	"Where's Everybody?"	"Toy Factory"	"Good Old Days"
NM Price	**24** SEP 78 $3	**25** NOV 78 $3	**26** JAN 79 $3	**27** MAR 79 $3	**28** MAY 79 $4	**29** JUL 79 $3	**30** SEP 79 $3	**31** NOV 79 $3	**32** JAN 80 $3	**33** APR 80 $3

Tarzan #242 ★★★

© Edgar Rice Burroughs, Inc.

DC
Oct 1975 • 17 pp.
Writer: Uncredited
Pencils: Rudy Florese
Neal MacDonald
Inks: Florese MacDonald
Cover: Joe Kubert

"Tarzan and the Castaways, Part 3"

With the sacrificial maiden Itzl Cha in his arms, Tarzan fights his way out of a lost Mayan City.

Returning on elephant to the beach where the castaways are camped, Tarzan scares away the mutineers who are still causing trouble. During the passing weeks, Itzl Cha learns to speak English and tells the tale of the Mayans' migration to the island nearly 400 years before. Meanwhile, the animals Tarzan released on the island continue attacking castaways. And it's not long before a pack of hyenas have young Patricia cornered.

"Fantastic Creatures of Edgar Rice Burroughs" • 2 pp.

Then 25¢ NOW $3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Space Ghost		
DC, 2005		
1	22	
2	10	
3-6	3	
Space Mouse		
AVON, 1953		
1	65	132
2	40	
3-5	30	
Sparkler Comics		
UNITED FEATURE SYNDICATE, 1941		
1	1500	
2	650	
3-4	425	
5-10	375	
11-20	300	
21-29	235	
30-40	165	
41-49	150	
50	150	296
51-60	100	
61-70	75	
71-90	55	
91-100	42	
101-120	30	
Spawn		
IMAGE, 1992		
1	5 ▲	15
CGC 9.8 avg		32
1/Variant	3	
2	4	15
CGC 9.8 avg		28
3	3	10
CGC 9.8 avg		23
4	3	8
CGC 9.8 avg		24
5	3	12
6	3	
7	4	15
8	4	7
9	4	12
CGC 9.8 avg		34
10-17	3	
18	3	12
19	3	
20	3	10
21	3	14
CGC 9.8 avg		31
22-24	3	
25	3	17
26-50	3	
51-97	2	
98-99	3	
100	5	
CGC 9.8 avg		31
100/Variants	5	
101-148	3	
Ann 1	5	
Special Marvel Edition		
MARVEL, 1971		
1	20	
2-4	15	
5-14	7	
15	45 ▽	143
➥1st Shang-Chi		
16	18	62
Spectacular Spider-Man (Magazine)		
MARVEL, 1968		
1	90	289
2	75 ▽	185
CGC 9.8 avg		716
Spectacular Spider-Man		
MARVEL, 1976		
-1	2	7
CGC 9.8 avg		262
1	25 △	46
2	15	55
3	8	14
CGC 9.8 avg		53
4	5	19
5	5	17
6	5	19
7	5	17
7/35¢	15	
8	5	19
8/35¢	15	
9	5	13
9/35¢	15	
10	4	19
10/35¢	15	
11	4	
11/35¢	15	
12	4	12
13-17	4	
18	4	22
19	4	
20	4	13
21-22	3	
23	3	21
24-26	3	
27	15	45
➥1st Miller Daredevil		
28	15 ▽	39
➥2nd Miller Daredevil		
29-33	3	
34	3	14
35-41	3	
42	3	17
43	3	
44	3	10
45-48	3	
49	3	10
50	3	18
51-55	3	
56	5	
57	3	
58	3	20
59-63	3	
64	5 △	22
➥1st Cloak & Dagger		
65-82	3	
83	7	26
➥Punisher app		
84	3	
85	5	21
86-89	3	
90	3	15
91-99	3	
100	5	
101	3	
102-115	2	
116	3	13
117-129	2	
130	3	
131	5	
132	4	
133	3	
134-135	2	
136	2	11
137-138	2	
139	2	13
140-142	2	
143	4	18
144-146	2	
147	8	
➥New Hobgoblin		
148	2	
149	3	
150-151	2	
152	2	11
153-156	2	
157	2	11
158	5	
159	4	
160-188	2	
189	4	12
190-195	2	
195/Collector's	3	

December Comics Birthdays

Dec. 2
Jack Davis (1924)
Tim Corrigan (1950)
Andy Mangels (1966)

Dec. 3
Leonard Dworkins (Leon Gordon) (1921)
John Warner (1952)
Mike Saenz (1959)
Donald Simpson (1961)

Dec. 4
Dennis Yee (1955)
Geoff Isherwood (1960)
Jill (Beth) Miller (1965)
Ashley Holt (1968)

Dec. 5
Sam Glanzman (1924)
Daniel Howard Fogel (1965)

Dec. 6
Frank Springer (1929)
Marlene Stevens (1946)
Ken Macklin (1954)
Robin Riggs (1961)
Valarie Jones (1961)
Scott Beaderstadt (1962)
Leonard Kirk (1966)

Dec. 8
Michael Hobson (1936)
Jonathan Peterson (1960)
Erik Larsen (1962)
Mike Mulvihill (1962)
John Mundt (1965)

Dec. 9
Jose Delbo (1933)
Gary T. Kato (1949)
David C*J Bunn (1953)

Dec. 10
Bill Crooks (1917)
Dan Spiegle (1920)
Sal Quartuccio (1952)
Matt Tolbert (1954)
Chas Truog (1959)

Dec. 11
Richard Rockwell (1920)
Morrie Turner (1923)
John Buscema (1927)

Frederick Patten (1940)

Dec. 12
Dan DeCarlo (1919)
Fred Kida (1920)
Doug Marlette (1949)
Mark Landman (1953)
Paul McCusker (1953)
Bill Kieffer (1963)

Dec. 13
Greg Shoemaker (1961)
Kyle Baker (1965)

Dec. 14
Deborah Purcell (1952)
David Quinn (1959)

Dec. 15
Kurt Schaffenberger (1920)
Ed Quinby (1952)
J. Marc DeMatteis (1953)
Steven Bove (1957)
Ted Slampyak (1965)

Dec. 16
Clem Robins
Otto Soglow (1900)
Steve Mattsson (1959)
Dean Clarrain (1959)
Jose Collado (1968)
John Nadeau (1971)

Dec. 17
Andy Mushynsky (1948)
Greg Walker (1949)
Ronn Sutton (1952)
Michael Cherkas (1954)

Beau Smith (1954)
Matthew Hollingsworth (1968)

Dec. 18
Bill Neville (1952)
Ted Boonthanakit (1956)
Gary Fields (1961)

Dec. 19
David Scroggy (1951)
Peter Gillis (1952)
Eliot Brown (1954)
Lurene Haines (1958)
Eric Hess (1962)

Dec. 20
James Van Hise (1949)
Dave Simons (1954)

Dec. 21
Chris Marrinan
Bob Bindig (1920)
John Severin (1921)
Glen Johnson (1959)
Doug Wheeler (1960)
Mark Engblom (1965)

Dec. 22
Gregory Wright
Ed McGeean (1928)
Tony Isabella (1951)
Bill Willingham (1956)
Richard Klaw (1967)

Dec. 23
Rick Magyar
Phil Felix (1954)
Tony Caputo (1957)
Edward K. Keller (1963)
Jeff Whiting (1964)
Noel John Tominack (1967)

Dec. 24
Tim Harkins (1958)
Wade Winningham (1966)

Dec. 25
Joe Rosen (1920)

Dec. 26
Steve Saffel (1956)

Dec. 27
Jack Bradbury
John Celardo (1918)
Mark Bright (1955)
Bruce McCorkindale (1960)
Alan Jude Summa (1960)
Joan Hilty (1966)

Dec. 28
Tauby Calrow
Ralph Macchio

Stan Lee (1922)
Janice Chiang (1955)

Dec. 29
Paul Becton (1952)
Jay Geldhof (1960)
Barry Dutter (1964)
Joe Doughrity (1969)
Dave Ulanski (1970)

Dec. 30
Lewis Shiner (1960)

Dec. 31
Fabian Nicieza
Bunny Hampton-Mack (1952)
Lela Dowling (1956)
Steve Rude (1956)
Robert de Jesus (1967)

"The Great Game" — "Turn-about" — Vs. Money-eating bug — Wizard of El Dorado — "Haunted Fortune" — "Big Crime Wave" — "The Four-Doored Vault" — "The Incredible Shrinking Rich Kid" — Irona story — "Our Millions Are Missing" (...and our series is canceled)

34	35	36	37	38	39	40	41	42	43	44	45	46	47
JUN 80	AUG 80	OCT 80	DEC 80	FEB 81	APR 81	JUN 81	AUG 81	OCT 81	DEC 81	FEB 82	APR 82	JUN 82	SEP 82
NM Price $3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

PRICE GUIDE KEY:
CGC INDICATORS

▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
▲ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

Tozzer 2 Special Edition

Shock parody is not a new comic-book genre. *Tozzer 2*, however, takes shock parody beyond the pale, all the way to 11. Tozzer is an aspiring young stage illusionist attending the "prestigious" Boarboils School of Drama, where his best friends are fellow students Hornie and Rod. (At its core, the *Tozzer* series is a Harry Potter parody.) The antics that occur during Tozzer's second year use and abuse parodies of Hollywood celebrities and characters, ranging from George Lucas and Michael Moore to Agent Smith and Yoda, and steal riffs from *The Matrix, Phone Booth,* and *Tomb Raider,* among other movies.

ABLAZE MEDIA
WRITER:
ROB DUNLOP
ARTIST:
PEER LUMBY
Color • 120 Pgs.
$14.95

While the art is good and the parody for the most part is spot-on, it's all low-hanging fruit, and the parody is neither deep nor meaningful, though it can be plenty shocking. Also, in trying to fit so much in the second year, there is too much, and at times the story drifts with too many sub-plots. But, if you are looking for shock parody, *Tozzer 2* is at the top of its class.

★★★ **— James Mishler**

www.tozzer.com
ISBN 0-9543008-1-5

Spectacular Spider-Man
CONTINUED

	UNSLABBED Near Mint CGC 9.4 NM	SLABBED CGC 9.4 NM
196-199	2	
200	4	20
CGC 9.8 avg		18
201-213	2	
213/Collector's	3	
214-217	2	
217/Variant	3	
218-219	2	
220-221	3	
222	2	
223	3	
223/Variant	3	
224	2	
225	5	25
225/Variant	4	
226-228	2	
229	3	
229/Variant	4	
230	4	
231-249	2	
250	3	
251-263	2	
Ann 1	5 ▽	24
Ann 2	4	
Ann 3-10	3	
Special 1	4	

Spectacular Spider-Man
MARVEL, 2003

1	4	
CGC 9.8 avg		27
1/CanExpo	6	
2-3	3	
4	4	
5-7	3	
8-13	2	
14	3	
15	7	
➥Avngrs Disassmbled		
16	5	
➥Avngrs Disassmbled		
17-19	2	
20	3	
➥Organic webshooters		
21-27	2	

Spectre
DC, 1967

1	150	538
2	60	150
3	50	156
4	50	160
5	50	170
6	40	130
7	40	148
8	40	157
9	40	137
10	40	136

Spectre
DC, 2001

1	3	11
2-27	3	

Speed Buggy
CHARLTON, 1975

1	12	46
2-9	8	

Spellbinders
MARVEL, 2005

1-5	3	

Spider-Girl
MARVEL, 1998

0	2	
½	3	
1	4	
1/Variant	4	
2-5	3	
6-24	2	
25	3	
26-58	2	
59-74	3	
75	8	
76-89	3	
Ann 1999	4	

Spider-Man
MARVEL, 1990

-1	2	
½	4	12
½/Platinum	6	
1	5 △	22
CGC 9.8 avg		39
1/Gold, UPC	50	
1/Gold, no UPC	5	
1/Platinum	42 ▽	138
1/Silver	5	
2	3	17
CGC 9.8 avg		23
3	3	31
4	3	
CGC 9.8 avg		19
5	3	12
6	3	13
CGC 9.8 avg		26
7	3	12
CGC 9.8 avg		26
8	3	26
CGC 9.8 avg		38
9	6	27
CGC 9.8 avg		32
10	4	15
CGC 9.8 avg		27
11	3	9
12	3	
CGC 9.8 avg		22
13	5	19
14	3	
15	2	
16	2	11
CGC 9.8 avg		21
17-25	2	
26	4	12
CGC 9.8 avg		21
27-43	2	
44	2	8
45-46	2	
46/Collector's	3	
47-49	2	
50	3	
50/Variant	4	
51	3	
51/Variant	3	
52-56	2	
57	3	
57/Variant	3	
58-74	2	
75	4	
76-98	2	
98/Variant	2	
Ann '97-98	3	
Giant 1	4	
Hol 1995	3	

Spider-Man and Doctor Octopus
MARVEL, 2003-4

Neg. Exp: 1-5	3	
Reach: 1	3	
Reach: 2-5	3	
Year 1: 1-5	3	
Funeral: 1-4	2	

Spider-Man and His Amazing Friends
MARVEL, 1981

1	10	35

Spider-Man/ Black Cat: Evil That Men Do
MARVEL, 2002

1	4	
CGC 9.8 avg		20
2	3	
CGC 9.8 avg		15
3	3	

Spider-Man: Blue
MARVEL, 2002

1	6	8
CGC 9.8 avg		23
2	5	
3-6	4	

Spider-Man: Breakout
MARVEL, 2005

1-5	3	

Spider-Man: Chapter One
MARVEL, 1998

0	3	
1	3	5
1/DF	10	
2	3	
2/Variant	4	
3-12	3	

Spider-Man: House of M
MARVEL, 2005

1	4	
1/Conv	15	
2-3	3	

Spider-Man: Maximum Clonage
MARVEL, 1995

Alpha:	5	40
Omega:	5	

Spider-Man Special Ed.
MARVEL, 1992

1	7	24

Spider-Man: Official Movie Adaptation
MARVEL, 2002

1	6	
CGC 9.8 avg		20

Spider-Man 2099
MARVEL, 1992

1	3	13
CGC 9.8 avg		20
1/Autographed	2	
2-18	1	
19-25	2	
25/Variant	3	
26-46	2	
Ann 1	3	
Special 1	4	

Spider-Man Universe
MARVEL, 2000

1	5	
2	5	9
3-5	5	
6-7	4	

Spider-Man Unlimited
MARVEL, 1993

1	4	10
CGC 9.8 avg		24
2-12	4	
13-22	3	

Spider-Man Unmasked
MARVEL, 1996

1	6	

Spider-Man vs. the Hulk
MARVEL, 1979

1	7	28

Spider-Man vs. Wolverine
MARVEL, 1987

1	6	24
CGC 9.8 avg		113

Spider-Woman
MARVEL, 1978

1	6 ▽	23
CGC 9.8 avg		106
2	3	16
3	3	
4	2	13
5-36	2	
37	4	20
➥1st Siryn		
38	4	19
➥X-Men app.		
39-49	1	
50	4	14

Spider-Woman
MARVEL, 1999

1-2	3	
3-18	2	

Spidey Super Stories
MARVEL, 1974

1	20	79
➥Spider-Man origin		
2	6	
3	5	
4	5	18
5	5	40
6	5	
7	5	23
8-9	5	
10	5	33
11-43	5	
44	5	23
45-56	5	
57	5	20

Spine-Tingling Tales
GOLD KEY, 1975

1	20	72
2-4	8	

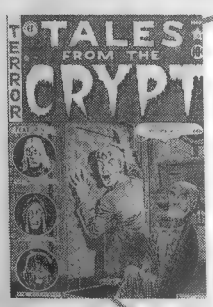
Spirit
HARVEY, 1966

1	50	87
2	42	

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.



△ #23

TALES FROM THE CRYPT

The last shall be first

While *Tales from the Crypt* may have been the last of the trio of E.C. titles to begin in 1950, it actually started earlier, picking up numbering from *Crypt of Terror,* which had picked up its numbering from *Crypt of Terror,* which had included horror stories.

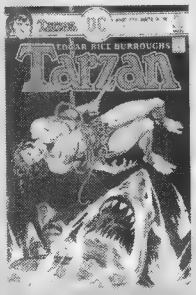
image © 1951 E C

	Was *Crypt of Terror*		Moon Girl appears	Voodoo story	Quicksand cover		Guillotine cover	
THE BOTTOM LINE	20	21	22	23	24	25	26	27
	OCT 50	DEC 50	FEB 51	APR 51	JUN 51	AUG 51	OCT 51	DEC 51
NM Price	$775	$900	$700	$520	$520	$520	$400	$400

RETROVIEW

Tarzan #243 ★★★

"Tarzan and the Castaways, Part 4"



DC
Nov 1975 • 17 pp.
Writer: Uncredited
Pencils: Rudy Florese and J. Arting
Inks: Florese
Cover: Joe Kubert

Tarzan must prove to the Mayans he's a god by swimming unarmed with man-eating sharks.

While Tarzan fights hyenas threatening Patricia, she's snatched by Mayans. But before Tarzan can deal with that problem, Janette has been abducted by the mutineers. Tarzan had warned them several times, so this time he puts arrows through their evil hearts. Captured while trying to save Patricia from the Mayans, Tarzan refuses Itzl Cha's offer to save him if he'll forget the girl and leave with her. But, when Tarzan is surrounded by sharks, Itzl Cha jumps in, sacrificing her life to save his.

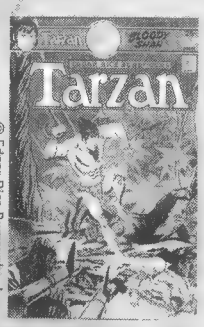
"Special Tarzan Poster" • 1 pp. poster

© Edgar Rice Burroughs, Inc.

No CGC copies

Then 25¢ NOW $3

Tarzan #244 ★★



© Edgar Rice Burroughs, Inc.

DC
Dec 1975 • 17 pp.
Writer: Uncredited
Pencils: Rudy Florese, Franco Reyes
Inks: Florese, Reyes
Cover: Joe Kubert

"The Bloody Shah"

A Shah goes on a bloodthirsty trophy hunt, killing every animal he sees.

This is probably the most overworked Tarzan storyline ever. As usual, Tarzan tries warning off the trophy hunter. But the Shah doesn't listen, and his butchery magnifies. He slaughters apes and tosses grenades into packs of hippos! Taking the albino baby of the apes as a living trophy, he threatens to kill the baby if Tarzan doesn't surrender. In classic fashion Tarzan charges at the head of a herd of elephants. The broken body of the Shah is tossed to hang in a lacework of clinging vines as "a *final trophy* of the jungle."

"Tarzan Sketchbook" • 1 pp.

Then 25¢ NOW $3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Spirit WARREN, 1974		
1	22	
2	10	39
3	7	
4-12	6	
13-15	5	
16	7	
17-41	4	
Special 1	35	
➥Mail-in only		
Spoof MARVEL, 1970		
1	15	
2	7	
3	8	15
4-5	7	
Spy Smasher FAWCETT, 1941		
1	2500	
2	750	2350
3-7	450	
8-9	350	
10	375	
11	350	
Stalker DC, 1975		
1	7	22
2-4	4	
Starfire DC, 1976		
1	7	18
2-8	3	
Starslayer PACIFIC, 1982		
1	2	
2	4	14
3	2	
4	1	
5	2	
6-9	1	
10	2	
11-34	1	
Star Spangled Comics DC, 1941		
1	4500	
2	1800	
3	1000	
4-5	875	
6	800	
7	8000	
➥1st Newsboy Legion		
8-10	1600	
11-16	1175	
17	1500	
18-19	1000	
20-30	850	
31-40	525	
41-50	425	
51-55	400	
56	400	913
57-60	400	
61-64	375	
65	1050	
➥Robin stories start		
66-68	690	
69	800	
➥1st Tomahawk		
70	690	
71-80	575	
81-83	450	
84	625	
85-86	450	
87	625	
88-94	500	
95-99	265	
100	300	
101-110	225	
111-112	200	
113	375	
114	325	
115-131	200	
Star Spangled War Stories DC, 1952		
132 (1)	750	
133 (2)	550	
3	475	
4-6	285	
7-10	220	
11-20	185	
21-30	130	
31-40	90	
41-50	70	
51-70	60	
71-83	55	
84	125	
➥1st Mlle. Marie		
85-87	80	
88-89	65	
90	325	
➥1st Dinosaur Island		
91	45	
92	110	
93	45	
94-99	110	
100	145	
101-125	60	
126	60	212
➥1st Sgt. Gorilla		
127-130	60	
131	60	294
132-133	60	
134	65	
135-138	60	
139	50	
140-141	24	
142	24	156
143	24	
144	27	
145	35	122
146-150	20	
151	125	423
➥1st Unknown Soldier		
152-153	20	
154	55	
➥Unk. Soldier origin		
155	16	
156-161	14	
162-180	6	
181-204	5	
Star Trek GOLD KEY, 1967		
1	350	
2	125	
3	100	
4	90	
5-6	75	
7	60	
8-9	50	
10	40	
11	30	
12	30 △	71
13	30	104
14	30	170
15	30	60
16-23	30	
24-26	25	
27-38	20	
39	20	83
40	20	
41-43	15	
44	15	54
45-47	15	
48	15	66
49-52	15	
53	15	48
54-59	15	
60-61	12	
Star Trek MARVEL, 1980		
1	5	18
2	3	9
3-17	2	
18	2	21
Star Wars MARVEL, 1977		
1	20 ▽	69
CGC 9.8 avg		321
1/35¢	800	6552
1/2nd	4 ▽	69
2	10	30
2/35¢	150	
3	8	25
3/35¢	150	
4	7	26
4/35¢	150	
5	7 ▽	34
5/2nd	7 ▽	34
6	7 △	22
6/2nd	7 △	22
7	7 △	20
8	7	
9	7	18
10	7	21
11	7 ▽	14
12	7	
13	7	29
14	7 ▽	23
15-16	7	
17	7	23
18	7	
19	7	12
20	6	9
21	6	28
22	5	
23	5	18
24	4	
25	4	18
26	4	31
27	4	
28	4	10
29	4	26
30-31	4	
32	4 ▽	9
33	4 △	10
34	4	9
35	4 ▽	11
36-39	4	
40	4	27
41	4	10
42	4	24
43	4	11
44	4	13
45-47	4	
48	4	11
49	5	
50-53	4	
54	4	20
55-63	4	
64	4	11
65-67	4	
68	4	31
69-70	4	
71	4	16
72	4	13
73	4	
74	4	15
75	4	11
76	4	
77	4	17
78-80	4	
81	4	27
82-83	4	
84	4	17
85	4	14
86	4	15
87	4	
88	4	19
89	4	19
90-91	4	
92	4	12
93-95	4	
96	4	11
97	4	
98	4	16
99	4	
100	4	13
101	4	16
102	4	15
103-106	4	
107	25 ▽	69
➥Low distribution		
Ann 1	8	24
Ann 2	5	14
Ann 3	5	
Star Wars DARK HORSE, 1998		
0	10	
1	4	
2-49	3	
50	6	
➥Title SW Republic		
51-77	3	
Star Wars: Obsession DARK HORSE, 2004		
1	8	
2	4	
3-5	3	
Star Wars: Return of the Jedi MARVEL, 1983		
1	4	13
2	4	
3	4	10
4	4	
Star Wars Tales DARK HORSE, 1999		
1-4	5	
5-21	6	
22/Art	7	
22/Photo	6	
23/Art	7	
23/Photo	6	
24/Art	7	
24/Photo	6	
Star Wars: Union DARK HORSE, 1999		
1	14	
2	10	
3	7	
4	5	
Stoker's Dracula MARVEL, 2004		
1-4	4	
Strange MARVEL, 2004		
1-6	4	
Strange Adventures DC, 1950		
1	2500	
2	1150	
3	850	
4	800	
5-6	650	
7	625	
8	550	
9	1250	2412
➥1st Captain Comet		
10	400	
11	500	
12	400	
13	500	
14	650	
15	500	
16	450	
17	275	
18-20	450	
21-23	350	
24	375	
25	350	
26-29	300	
30	425	
31-38	275	

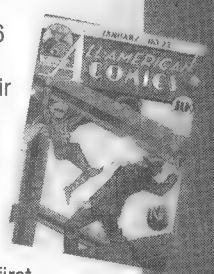
Flashback 2000

5 years ago in CBG...

#1411 DECEMBER 1 2000

The **U.S. Department of Justice** ended its investigation into a possible monopoly by **Diamond Comic Distributors**, calling the allegations unwarranted.

A 76-year-old woman in Igomar, Pa., found a copy of ***All-American Comics*** #16 in her attic, along with other comics rarities. This copy was considered to be in Fair condition and had an estimated value of $7,000 to $10,000.



#1412 DECEMBER 8 2000

Word began to spread about **Marvel Comics'** axing of various X-titles. **John Byrne** was among the first to speak up, saying his ***X-Men: The Hidden Years*** was going. The series ended with #22 (Sep 01).

#1413 DECEMBER 15 2000

An outpouring of fan response to **Dark Horse Comics** helped keep ***SpyBoy*** off the cancellation list. Dark Horse announced that the book would continue, despite rumors and a posting by series writer **Peter David** that it would be canceled.

#1414 DECEMBER 22 2000

CBG published a feature on **The Ontario Street Comic Book Shop** in Philadelphia — the shop used in the big-screen movie ***Unbreakable***. The film, written and directed by **M. Night Shyamalan**, grossed nearly $95 million while in theaters from late 2000 through spring 2001.

#1415 DECEMBER 29 2000

On Dec. 5, **Marvel** announced that the company had apprehended the person responsible for the theft of several pieces of art from its offices on Nov. 20 and that most of the art had been recovered.

— from the Comics Buyer's Guide archives

Ambrose Bierce-inspired story

1st Al Williamson art at E.C.

Origin of Crypt Keeper

Ray Bradbury story

Werewolf cover

Ray Bradbury story

Censored cover

Sleeping Beauty story

	28 FEB 52	29 APR 52	30 JUN 52	31 AUG 52	32 OCT 52	33 DEC 52	34 FEB 53	35 APR 53	36 JUN 53	37 AUG 53	38 OCT 53	39 DEC 53
NM Price	$400	$400	$400	$460	$300	$675	$295	$295	$295	$295	$295	$295

PRICE GUIDE KEY: OTHER GRADES
Unslabbed (loose) Very Fine/Near Mint is **5/6** (83%) of the unslabbed NM price above
Fine (F) is **1/3** (33%) of NM
Very Good (VG) is **1/5** (20%) of NM
Very Fine (VF) is **2/3** (67%) of NM
Good (G) is **1/8** (12.5%) of NM

Ultimate Fantastic Four #21

What a dilemma! To cross over or not to cross over? Can you imagine DC establishing Earth-2 and not crossing it with Earth-1? Or acquiring Earth-S and not folding it into continuity? Marvel is no different; once it acquired the Malibu Ultraverse, there were shuttles to the Marvel universe every Monday, Wednesday, and Friday. So what to do with the Ultimate universe?

MARVEL
WRITER:
MARK MILLAR
ARTISTS:
GREG LAND, MATT RYAN
COLOR • 32 PGS.
$2.50

It's a real lose-lose proposition. Fans would love to see it, but it would totally and irrevocably screw up the Ultimate universe. That genie will never get back in the bottle. The answer is simple: All one has to do is give readers all the thrills of a crossover without messing up the Ultimate universe. No sweat, right? OK, it's a tall order. No fear: It's Mark Millar to the rescue! In the first installment of the three-part "Crossover," Ultimate Reed spends a good deal of time talking to what may or may not be regular Reed. I can't write much more without forcing a patented ***CBG Spoiler Warning***. Suffice it to say that, either way, it's no cheat.

★★★ — Jack Abramowitz

www.marvel.com

TALES FROM THE CRYPT

Who keeps the Crypt?

Each of E.C.'s horror titles had a main host: The Old Witch in *Haunt of Fear*, The Crypt Keeper in *Tales from the Crypt*, and The Vault Keeper in *Vault of Horror*. They would cross over to each other's titles, but only The Crypt Keeper made it to TV in the 1990s series.

△ #1

Image © 1990 E.C., Gladstone

Strange Adventures CONTINUED

	UNSLABBED Near Mint	CGC 9.4 NM	SLABBED CGC 9.4 NM
39	400		
40-41	250		
42	275		
43	250		
44	325		
45-46	250		
47	200		
48	250		
49	200		
50	225		
51	200		
52-53	225		
54	150		
55	200		
56-60	150		
61-70	125		
71-74	100		
75	75		
76-78	100		
79	150		
80-83	100		
84	125		
85-90	100		
91	90		
92-93	80		
94	75		
95	90		
96	65		
97	90		
98	75		
99	90		
100	125		
101	65		
102-103	90		
104-106	65		
107	75		
108-109	65		

Strange Adventures CONTINUED

110	75		
111	65		
112	60		
113	90		
114	125		
➥1st Star Hawkins			
115-116	60		
117	550		
➥1st Atomic Knights			
118	75		
119	90		
120	200		
➥2nd Atomic Knights			
121-123	75		
124	90		
125-126	75		
127	50		
128	75		
129	90		
130-131	50		
132	75		
133-135	65		
136-137	50		
138	55		
139-140	50		
141	55		
142-145	50		
146	40		
147-148	50		
149	40		
150-160	50		
161-167	35		
168	30		
169	35		
170	50		
171-172	30		
173	40		
174	30		
175	40		
176-177	30		
178	25		
179	30		
180	150		
➥1st Animal Man			
181	25		
182-183	30		
184	60		
➥Animal Man app			
185-186	25		
187	20		
188	25		
189	30		
190	100 ▽	291	
➥Animal Man app.			
191	20		
192	25	30	
193	25		
194	20		
195	35		
➥Animal Man app			
196-197	25		
198	20		
199	30	100	
200	25		
201	40		
202-204	20		
205	125		
➥Deadman begins			
206	60		
➥Adams Deadman			
207	50	214	
208	60	184	
209	60	205	
210	60 ▽	189	
211	60	224	
212	60 △	181	
213	40 △	137	
214	60	207	
215	45		
216	40	180	
217	20	51	
218	20	46	
219	20		
220	25		
221-223	20		
224-230	15		
231-244	10		

Strange Girl
IMAGE, 2005

1-2	3		

Strange Planets
SUPER, 1958

1	60	217	
9	35		
10-11	20		
12	20	76	
13-16	15		

Strangers in Paradise
ANTARCTIC, 1993

0	75		
1	65	20	
2	24		
➥2,300 printed			
3	18		

Strange Sports Stories
DC, 1973

1	18	41	
2	9		
3-6	7		

Strange Tales
MARVEL, 1951

1	2750		
2	800		
3-5	700		
6-10	550		
11-20	350		
21-30	275		
31-44	225		
45-58	200		
59	225		
60	200		
61	225		
62-63	175		
64	200		
65-66	175		
67-78	200		
79	250		
80	200		
81-83	175		
84	200		
85-88	175		
89	400		
➥Kirby Fin Fang Foom			
90-92	175		
93-96	150		
97	350		
➥Aunt May, Uncle Ben			
98-100	150		
101	900		
➥Human Torch starts			
102	425	1463	
➥Human Torch app			
103-105	300		
106	225		
107	250		
108	225		
109	225	751	
110	1250		
➥1st Dr. Strange			
111	350		
112-113	150		
114	350		
115	450		
➥Dr. Strange origin			
116	125		
117-118	100		
119-121	125		
122	125	406	
123	125	593	
124-125	75		
126	90		
127	75		
128	75	491	
129	75	382	
130	90	359	
131-132	75		
133	75	350	
134	75		
135	125		
➥1st S.H.I.E.L.D.			
136	75	263	
137	50		
138	50	109	
139-142	50		
143	50	147	
144-146	50		
147	50	97	
148	75	180	
➥Ancient One origin			
149	50	116	
150	50	148	
151	75	156	
152	50 ▽	138	
153	50		
154	50	138	
155	50		
156	50	123	
157	50		
158	50	156	
159	60 △	227	
160	50	180	
161	50 ▽	194	
162	50	134	
163	50	155	
164	50		
165	50	134	
166	50		
167	50	269	
168	50 △	141	
169	15	92	
➥Series restarted			
170	10		
171	7		
172	7	33	
173	7		
174	7	11	
175-177	7		
178	15	45	
179	10 △	40	
➥Warlock origin			
180	10 ▽	40	
181	10	37	
182	3	24	
183-185	3		
185/30¢	20		
186	3		
186/30¢	20		
187-188	3		
Ann 1	325		
Ann 2	350		

Stuntman Comics
HARVEY, 1946

1	685	1551	
2-3	425		

Sub-Mariner
TIMELY, 1941

1	25000		
2	7000		
3	5000		
4	4500		
5	3500		
6-11	2500		
12-15	1500		
16-19	1200		
20	1200	3067	
21-31	1000		
32	1250		
33-35	900		
36-41	700		
42	1000		

Sub-Mariner
MARVEL, 1968

1	125 ▽	325	
2	45 ▽	122	
3	35	152	
4	35		
5	30	245	
6	25	99	
7	25	98	
8	75	267	
➥vs. The Thing			
9	30	123	
10	25		
11	20	68	
12	20	101	
13	20	101	
14	50	187	
➥Toro dies			
15	20		
16	20	63	
17-21	20		
22	20	71	
23	20		
24	20	69	
25	20	68	
26	20	70	
27	20	53	
28	20	51	
29	20	54	
30	20	79	
31	15	44	
32	15	48	
33	15		
34	70	242	
➥Hulk, Surfer app.			
35	35	175	
➥Hulk, Surfer app.			
36	15	48	
37	15	50	
38	15	52	
39	15		
40	15	63	
41	10	45	
42	10		
43	10	100	
44	10	83	

Vampire cover

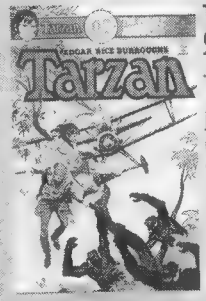
"Clots My Line"

Uses material slated for *Crypt of Terror* #1

RETROVIEW

Tarzan #245 ★★

"The Jungle Murders, Part 1"



The fight over stolen plans for a secret weapon finds its way into Tarzan's jungle world.

Finding two downed planes in the jungle, with one dead pilot, Tarzan deduces that a chase is going on. While working through the clues, Tarzan does more talking to himself than he's done since the Jesse Marsh-era stories. Before Tarzan encounters any crash survivors, he's captured and staked out by Chief Chemungo and his warriors. Meanwhile, the stolen plans of a dead inventor are in the hands of a killer who is pursued by a pair of men who've also killed for the plans. **"Fantastic Creatures of Edgar Rice Burroughs" • 2 pp.**

DC
Jan 1976 • 17 pp.
Writer: Uncredited
Pencils: Rudy Florese, Neal MacDonald
Inks: Florese, MacDonald
Cover: Joe Kubert

MOST CBG COPY: 9.4

Then 25¢ NOW $3

© Edgar Rice Burroughs, Inc.

Tarzan #246 ★★

© Edgar Rice Burroughs, Inc.

DC
Feb 1976 • 17 pp.
Writer: Uncredited
Pencils: Rudy Florese, Neal MacDonald
Inks: Florese, MacDonald
Cover: Joe Kubert

"The Jungle Murders, Part 2"

Tarzan calls on his elephant friends to save him from a sacrificial stake.

A classic Tarzan escape starts the conclusion of this two-parter. You could tell that the threatening chief wasn't going to live long, even though he changed his name, from Chemungo on the last page of last issue, to Mpingu on the first page of this. The survivors of the two crashed planes have all joined a safari and take turns killing each other. With his keen nose, Tarzan solves the crimes quickly and helps authorities arrest the last surviving thief.

"Fantastic Creatures of Edgar Rice Burroughs" • 1 pp.

No CGC copies

Then 25¢ NOW $3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
45	10	48
46	10	73
47	10	76
48	10	68
49	10	44
50	10	40
51-53	10	
54	10	55
55-56	10	
57	10	67
58	10	53
59	10	76
60	10	43
61	10	
62	10	30
63	10	38
64	10	31
65	10	42
66	10	
67	10	57
68	10	27
69	10	63
70	10	29
71	10	43
72	10	
Special 1	10	90
Special 2	15	

Suicide Squad
DC, 1987

1	1	6
2-49	1	
50	2	
51-66	1	
Ann 1	2	

Superboy
DC, 1949

1	7000	
2	2000	
3	1500	
4-5	1000	
6-10	800	
11-15	600	
16-20	450	
21-30	350	
31-38	275	
39-50	225	
51-60	175	
61-67	125	
68	500	
➥1st Bizarro		
69-77	100	
78	175	
➥Mxyzptlk origin		
79	100	
80	150	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
➥Meets Supergirl		
81-85	90	
86	200	
➥Legion app.		
87-88	90	
89	275	
➥1st Mon-El		
90-93	90	
94-97	75	
98	100	
99	75	
100	175	
➥Phtm Zone villains		
101-120	60	
121-128	50	
129	75	
130-135	40	
136	40	143
137	40	
138	55	
➥Giant-sized		
139-140	40	
141-142	35	
143	35	124
144-146	35	
147	50	
➥Saturn Girl origin		
148	25	
149	25	65
150-152	25	
153	25	97
154-155	25	
156	65	225
➥Giant-size		
157-159	25	
160	25	58
161	25	
162	25	31
163-164	25	
165	50	
➥Giant-size		
166-168	25	
169-173	20	
174	30	114
175-178	20	
179	15	50
➥Giant-sized		
180	15	36
181	15	
182	20	75
183	12	39
184	12	44
185-186	12	
187	12	40
188-191	12	
192	12	39
193	12	25
194	12	
195	12	39
196	12	
197	20	
➥Legion stories start		

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
198-199	12	
200	15	
201	12	
202	30	100
203-204	12	
205	40 ▽	147
206-207	12	
208	15	42
209	10	
210	15	
211-212	10	
213	7	27
214-219	7	
220	7	25
221	7	
222-223	5	
224	5	24
225	5	
226	5	14
227-230	5	
Ann 1	175	
SP 1	4	

Super DC Giant
DC, 1970

13	75	
14	30	
15	30	52
16	30	
17	125	
18-19	50	
20	40	
21	175	
22	25	78
➥Westerns		
23	40	
24	30	84
➥Supergirl comics		
25-26	25	
27	15	27

Super Friends
DC, 1976

1	20	39
2	9	
3-5	7	
6-10	6	
11-13	4	
14	6	
15	4	
16	6	
17-19	4	
20	4	12
21-23	6	
24-31	4	
32	5	
33-43	4	
44	4	10
45-47	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Special 1	5	

Supergirl
DC, 1972

1	15	120
2	10	
3-4	8	
5	8	37
6	8	
7	8	41
8-10	8	

Supergirl
DC, 1996

1	10	
➥Matrix, Linda merge		
2-3	4	
4-7	3	
8-49	2	
50	4	
51-72	2	
73-74	3	
75	3	17
75/DF	3	
76-80	3	
1000000	4	
Ann 1	3	
Ann 2	4	

Supergirl
DC, 2005

0	5	
1	6	
1/Turner	8	

Super Goof
GOLD KEY, 1965

1	24	
2-3	12	
4-10	10	
11-20	7	
21-30	5	
31-57	3	
58-59	4	
60	15	
61	70	
62	15	
63	3	
64-66	5	
67-69	8	
70	15	49
71-74	15	

Superman
DC, 1939

1	160000	
2	16000	
3	9200	
4	6500	
5	6000	
6-7	3500	
8-10	2850	
11-13	2200	
14	4500	
➥U.S. flag cover		
15	2050	
16-20	1650	
21	1500	
22-23	1100	
24	1400	
25	1050	
26	1250	
27-29	950	
30	1350	
➥1st Mr. Mxyzptlk		
31-40	825	
41-50	650	
51-52	525	
53	1800	
➥Superman origin		
54-60	500	
61	1000	
➥1st Kryptonite		
62-70	475	
71-75	450	
76	1100	
➥Batman team-up		
77-80	400	
81-90	375	
91-95	360	
96-99	325	

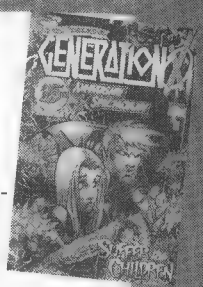
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
100	1500	
101-110	280	
111-120	240	
121-130	195	
131-139	155	
140	175	
➥1st Bizarro Jr		
141-145	115	
146	160	
➥Superman origin		
147	135	
148	115	
149	125	
➥Legion app.		
150-161	68	
162-178	58	
179	58	283
180	58	
181-183	55	
184	55	214
185-186	55	
187	60	
188	55	
189	55	262
190	55	
191	55	225
192	55	157
193	60	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
194-195	55	
196	55	271
197-198	55	
199	180	
➥1st race with Flash		
200	60	254
201	24	
202	30	201
203-209	24	
210	24	129
211	24	
212	50	
➥Superbabies		
213-215	24	
216	24	110
217	30	
218-221	20	
222	30	209
223-225	20	
226	20	126
227	30	
228-231	20	
232	30	
233	40 △	357
➥Kryptonite destroyed		
234-236	18	
237	18	105
238	18	71

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
239	30	
➥Giant-sized		
240	18	73
241	18	72
242	18	144
243	18	115
244	18	
245	22	
246	18	
247	18	89
248	18	
249	18	97
250	18	69
251	18	
252	60	300
➥100-page issue		
253	18	78
254	22	
255	9	35
256-257	9	
258	9	36
259	9	46
260	9	51
261	9	60
262	9	
263	9	44
264	9	

Flashback 1995

10 years ago in CBG...



#1150 DECEMBER 1 1995

Remember the live-action made-for-television movie ***Generation X***, based on the **Marvel Comics** book of the same name? The movie, announced as filming in this week's ***CBG***, aired Feb. 20, 1996.

#1151 DECEMBER 8 1995

Bill Watterson, creator of the ***Calvin and Hobbes*** daily newspaper strip, said he would retire the strip on Dec. 31, 1995. The 38-year-old creator said, "I've done what I can do within the constraints of daily deadlines and small panels. I am eager to work at a more thoughtful pace, with fewer artistic compromises." ***The Complete Calvin and Hobbes*** was slated for release in 2005, and recently was designated for syndicated reprinting.

#1152 DECEMBER 15 1995

Verotik's **Glenn Danzig** responded both to the Oklahoma City obscenity charges involving his *Verotika #4* and to criticisms of his initial response following the Planet Comics bust.

At the end of one of the worst years for the comics industry in some time, **Maggie Thompson** reminded readers of the story of the goose that laid the golden egg.

#1153 DECEMBER 22 1995

This issue included the first ***CBG*** reports of **Marvel Comics**' plans to hire out titles to **Image Comics** creators **Rob Liefeld** and **Jim Lee**.

#1154 DECEMBER 29 1995

CBG reported many **Marvel** titles hit all-time circulation lows in 1995. Retailer **Brian Hibbs** provided a guest editorial on the "imploding comics market."

— from the Comics Buyer's Guide archives

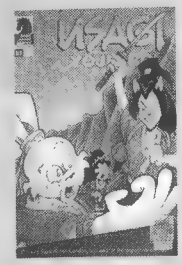
68 pages each; reprints issues of *Tales from the Crypt* and *Crime SuspenStories*

Gladstone reprints	1 JUL 90	2 SEP 90	3 NOV 90	4 JAN 91	5 MAR 91	6 MAY 91	Cochran reprints	Oversized 1 JUL 91	Regular-sized 1 SEP 91	2 OCT 91	3 DEC 91	4 FEB 92
	$3	$3	$3	$3	$3	$3		$4	$2	$2	$2	$2

PRICE GUIDE KEY: OTHER CGC GRADES
Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4
CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

Usagi Yojimbo #85

In the third issue of the "The Treasure of the Mother of Mountains," the wandering samurai Usagi encounters his friend Tomoe. The bodyguard of Lord Noriyuke of Geishu Province, she has learned why his scouts, sent to a mountain village reputed to be infected by the plague, have never returned. Neighbor Lord Sanada has violated the border to seize a gold mine — and woe to any interlopers!



DARK HORSE
WRITER:
STAN SAKAI
ARTIST:
STAN SAKAI
B/W • 24 Pgs.
$2.99

While Tomoe's standing at home is undermined by a rival, her protégé Motokazu races from the castle to her aid. Meanwhile, Tomoe's childhood rival Noriko, the daughter of Sanada's swordmaster, has enslaved peasants to mine. After urging Tomoe to flee, Usagi is captured as bait to lure her back. But, if Tomoe doesn't return, Noriko will sharpen her sword on a feisty rabbit.

True to form, Sakai interweaves cultural history with those of his anthropomorphic characters, while depicting plenty of bad guys who give up their ghosts. But, notably, here is a true cliffhanger in which our hero's life is in danger, and we can't wait to find out what happens next.

★★★½ — **Oliver Chin**

www.darkhorse.com

FIRST FEARSOME ISSUE!
TALES OF TERROR
FROM THE CRYPT
ILLUSTRATED
THE HERMIT STRIKES AGAIN
△ #1

TALES FROM THE CRYPT

Another round of reprints

Just as he did with the other E.C. titles, Russ Cochran began publishing a series of *Tales from the Crypt* reprints that ran the original series in order. For this series, he began with *Crypt of Terror* #17 and went from there. They're still available in back-issue bins.

image © 1992 E.C., Russ Cochran

UNSLABBED Near Mint SLABBED CGC 9.4 NM

Superman
CONTINUED
265 . . . . . 8 29
266 8
267 . . . . . 8 35
268 8
269 . . . . . 8 34
270 . . . . . 8 27
271 . . . . . 8 41
272 . . . . . 20 112
➥100-page issue
273 . . . . . 7 34
274 . . . . . 7 47
275 . . . . . 7 27
276 . . . . . 7 35
277 7
278 . . . . . 17 89
➥100-page issue
279-281 . . . 5
282 . . . . . 5 36
283 5
284 7
285 5
286 . . . . . 5 18
287-292 . . . 4
293-299 . . . 3
300 . . . . . 11 45
301-350 . . . 3
351-399 . . . 2
400 . . . . . 5 19
401-422 . . . 2
423 . . . . . 5 20
Ann 1 . . . 600
Ann 2 . . . 325
Ann 3 . . . 210
Ann 4 . . . 180
Ann 5 . . . 105
Ann 6 90
Ann 7 62
Ann 8 46
Ann 9-10 . . . 5
Ann 11 . . . . 4 50
Ann 12 3
Special 1-3 . 4

Superman
DC, 1987
0 3
1 . . . . . 4 14
2 4
3-5 3
6-8 2
9 4
10-49 2
50 . . . . . 4 15
51-52 2
53 3
54-72 2

Superman
CONTINUED
73 3
74 4
75 5
CGC 9.8 avg 65
➥Death of Superman
75/Collector's . 12 ▽ 30
75/Platinum . 40 △ 58
76-77 3
78 2
78/Collector's . 3
79-82 2
82/Variant . . 4
83-99 2
100 3
100/Variant . . 4
101-122 . . . 2
123 3
123/Variant . . 5
124-150 . . . 2
150/Variant . . 4
151-170 . . . 2
171 4
172-174 . . . 2
175 4
176-190 . . . 2
190/Variant . . 4
191-199 . . . 2
200 4
201 8
202 2
CGC 9.8 avg 21
203 . . . . . 6 9
CGC 9.8 avg 18
➥Lee sketchbook
204 . . . . . 4 ▽ 10
CGC 9.8 avg 26
204/RRP . . 250 ▽ 255
CGC 9.8 avg 796
204/DF Lee . 30
204/DF Azzarello 25
205/Lee 4
CGC 9.8 avg 19
205/Turner . . 3
205/DF Lee . 30
205/DF Turner 25
CGC 9.8 avg 21
206-207 . . . 3
CGC 9.8 avg 20
208 5
209 4
CGC 9.8 avg 18
210-215 . . . 3
216 5
➥Inf. Crisis tie
217 7
➥OMAC app.
218 5
219 6
➥Sacrifice Pt. 1
219/Variant . . 3
220 3
1000000 . . . 4
1000000/Ltd. 15
Ann 1-12 . . . 4
Giant 1-3 . . . 5
Special 1 . . . 4
3D 1 5

Superman Adventures
DC, 1996
1-3 3
4-20 2
21 4
22-66 2
Ann 1 4
Special 1 . . . 3

Superman & Batman: Generations
DC, 1999
1-4 5
II: 1-4 6
III: 1-12 3

Superman/ Batman
DC, 2003
1 . . . . . 8 ▽ 23
CGC 9.8 avg 66
1/RRP . . . 125 ▽ 249
1/2nd 4
1/3rd 4
CGC 9.8 avg 41
2 . . . . . 6 25
3 . . . . . 5 21
CGC 9.8 avg 31
3/2nd 3
4 4
CGC 9.8 avg 24
5 3
CGC 9.8 avg 26
6 4
CGC 9.8 avg 25
7 3
CGC 9.8 avg 23
8 10
CGC 9.8 avg 22
➥1st new Supergirl
8/2nd & 3rd . . 3
CGC 9.8 avg 18
9 . . . . . 3 15
CGC 9.8 avg 18
9/2nd-3rd . . . 3
10 5
CGC 9.8 avg 19
10/2nd 3
11 5
CGC 9.8 avg 21
11 5
12 3
CGC 9.8 avg 20
13 5
CGC 9.8 avg 21
13/Supergirl . 6
14 5
➥Absolute Power
15-17 4
➥Absolute Power
18-21 3

Superman Family
DC, 1974
164 . . . . . 35 118
➥100-page issue
165 . . . . . 13 53
➥100-page issue
166-167 . . 13
➥100-page issues
168 . . . . . 13 76
➥100-page issue
169 13
➥100-page issue
170 . . . . . 11 35
171-177 . . 11
178-180 . . . 5
181-196 . . . 4
197 . . . . . 4 14
198-200 . . . 4
201-222 . . . 3

Superman: Red Son
DC, 2003
1 6
CGC 9.8 avg 44
2-3 6

Superman Secret Files & Origins 2004
DC, 2005
0 6
➥Inf. Crisis tie

Superman's Girl Friend Lois Lane
DC, 1958
1 2600
2 625
3 415
4-5 300
6-10 220
11-18 . . . 125
19 215
20 125
21-29 86
30-50 48
51-62 34
63 . . . . . 34 ▽ 144
64-65 34
66 . . . . . 34 ▽ 161
67 . . . . . 34 140
68 44
69 34
70 175
➥1st SA Catwoman
71 105
➥Catwoman app.
72-73 15
74 . . . . . 34 178
75-76 15
77 24
78 15
79-80 10
81 . . . . . 10 116
82-85 10
86 16
87 10
88 . . . . . 10 65
89 10
90 . . . . . 10 125
91-94 10
95 . . . . . 25 275
➥Giant-sized
96 8
97 . . . . . 8 121
98-99 8
100 . . . . . 8 217
101-103 . . . 8
104 16
105 14
106 . . . . . 14 162
107 . . . . . 6 102
108 6
109 . . . . . 6 51
110 6
111 . . . . . 10 143
112 6
113 14
114 . . . . . 6 51
115 6
116 . . . . . 6 64
117 . . . . . 6 46
118 6
119 . . . . . 6 55
120 6
121 . . . . . 5 41
122 . . . . . 8 120
123 8
124 . . . . . 5 153
125-127 . . . 5
128 . . . . . 5 55
129 5
130 . . . . . 5 46
131 5
132 . . . . . 5 60
133-134 . . . 5
135 . . . . . 5 24
136-137 . . . 5
Ann 1 75
Ann 2 50

Superman's Pal Jimmy Olsen
DC, 1954
1 4000
2 1250
3 675
4-5 475
6-10 335
11-20 235
21-30 150
31-40 100
41-50 75
51-56 50
57-70 30
71 25
72-73 30
74-75 25
76 30
77-80 25
81 . . . . . 25 129
82 . . . . . 25 114
83-87 25
88 . . . . . 25 133
89 20
90 . . . . . 20 104
91-93 16
94 . . . . . 16 112
95 25
96 . . . . . 16 ▽ 68
97-99 16
100 . . . . . 25 174
101-102 . . 12
103 . . . . . 12 118
104 . . . . . 35 155
➥Weird Adventures
105-112 . . 12
113 25
➥Anti-Superman ish
114-119 . . 12
120-126 . . 10
127 . . . . . 16 75
128-130 . . 10
131-132 . . . 8
133 10

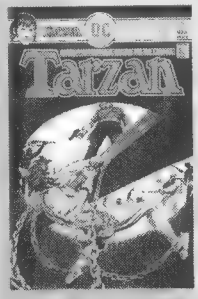
Reprints *Crypt of Terror* #17 | Reprints *Crypt* ... #18 | Reprints *Crypt* ... #19 | Reprints *Tales* ... #20

5	6	7	Cochran reprints 2nd series	1	2	3	4
MAR 92	MAY 92	JUL 92		SEP 92	DEC 92	MAR 93	JUN 93
$2	$2	$2		$2	$2	$2	$2

THE BOTTOM LINE — NM Price

RETROVIEW
Tarzan #247

★★



DC
Mar 1976 • 17 pp.
Writer: Uncredited
Pencils: Rudy Florese
Inks: Florese
Cover: Joe Kubert

"Diamond Slaves"

An escaped slave begs Tarzan to rescue his fellow villagers from the diamond mines of Abdul Ram.

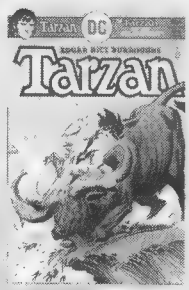
As soon as Tarzan arrives, he learns that he's been betrayed. Forced to work in the diamond mines, Tarzan quickly foments revolt — but, again, is betrayed. Abdul Ram tries to force Tarzan to watch the men he led be fed to the lions. But Tarzan throws wooden benches from the stands into the arena and frees the lions to chase the slavers. When Abdul Ram orders Tarzan to be attacked by the men he's just saved, this time Abdul Ram is the one who's surprised.

"Tarzan's Jungle Album" • 1 pp. photos

© Edgar Rice Burroughs, Inc.

CGC copies — Then 30¢ NOW $3

Tarzan #248 ★★



© Edgar Rice Burroughs, Inc.

DC
Apr 1976 • 17 pp.
Writer: Uncredited
Pencils: Rudy Florese
Inks: Florese
Cover: Joe Kubert

"Tarzan and the Champion, Pt. 1"

Boxing champion One-Punch Mullargan takes a vacation in Africa to hunt for animal trophies.

One-Punch Mullargan hunts with a tommy-gun and he's bragging about bringing back "a thousand heads." Riding in a truck, he machine-guns a herd of zebras and a family of elephants. When Tarzan confronts the butcher, he knocks the champ down. The champ is quickly back on his feet, with clenched fists that are legally declared as lethal weapons, looking for a rematch. The story ends with cliffhanger of the impending fight. "What will be the outcome of a contest between the ring-hardened champion and Tarzan of the Apes?" Get your bets down.

No CGC copies — Then 30¢ NOW $3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
134	25	184
135	12	96
136	12	90
137	12	51
138	12 ▽	76
139	12	86
140	12	117
141-142	10	
143	10	99
144	10	67
145	10	43
146	10	
147	10	49
148	10	
149	10	41
150	10	39
151	8	
152-160	7	
161	7	27
162-163	7	

Superman: The Man of Steel
DC, 1991

0	3	
CGC 9.8 avg		32
1	6	17
2	3	
3	3	11
4-16	2	
17	3	
18	4	18
19	3	18
20-21	3	
22	2	
22/Variant	3	
23-30	2	
30/Variant	3	
31-99	2	
100	3	
100/Variant	4	
101-134	2	
1000000	3	
Annuals	4	

Superman: The Wedding Album
DC, 1996

1	6	
CGC 9.8 avg		20
1/Direct	5	
1/Gold	10	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
151-158	2	
159-171	3	
Ann 4-7	4	

Swamp Thing
DC, 2004

1	4	
2-18	3	

Swing with Scooter
DC, 1966

1	30	
2	18	
3	15	
4-5	12	
6-10	10	
11-19	8	
20	8	96
21-30	6	
31-36	5	

Sword of Sorcery
DC, 1973

1	10	32
2	8	
3	8	26
4	6	28
5	6	

Tales From the Crypt
E.C., 1950

20	775	
21	900	
22	700	
23	520	1381
24-25	520	
26-29	400	
30	400	875
31	460	
32	300	
33	675	1338
➥Crypt Keeper origin		
34-46	295	

Tales of Asgard
MARVEL, 1968

1	30	110

Tales of Evil
ATLAS-SEABOARD, 1975

1	9	31
2-3	7	

Tales of Ghost Castle
DC, 1975

1	10	37
2-3	9	

Tales of Suspense
MARVEL, 1959

1	1400	
2	540	
3	475	
4	450	
5-10	325	
11-20	240	
21-32	150	
33-38	135	
39	3500	
➥1st Iron Man		
40	1100	
41	650	
42	325	2125
43-45	325	
➥1st Crimson Dynamo		
46-47	210	
48	265	1446
➥1st red/gold armor		
49	210	
50	155	
51	105	
52	140	
53	120	780
➥Watcher origin		
54-56	62	
57	170	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
58	210	1191
➥Cap America app.		
59	210	
➥Cap stories start		
60	120	
61	82	532
62	82	
63	180	
➥Bucky origin		
64	72	428
65	125	746
66	125	571
➥Red Skull origin		
67	52	
68	52	336
69	52	
70	52	284
71	42	241
72-73	42	
74	42	142
75	42	146
76	42	175
77-79	42	
80	42	167
81	32	215
82	32	170
83	32	177
84	32	
85	32	166
86	32	162
87	32	185
88	32 ▽	182
89	32	130
90	32	205
91	32 ▽	146
92	32 △	155
93	32	204
94	32 ▽	185
95	32	214
96	32	169
97	32	178
98	32	186
99	32 △	188

Tales of the Teen Titans
DC, 1984

41-42	2	
43	3	
44	6 ▽	19
CGC 9.8 avg		53
45-59	2	
60-91	1	
Ann 4	2	

Tales of the Unexpected
DC, 1956

1	750	
2	385	
3	275	
4-5	225	
6-10	165	
11-20	125	
21-30	100	
31-39	85	
40	650	
➥Space Ranger starts		
41-42	275	
43	450	
➥Space Ranger cover		
44-45	200	
46-50	150	
51-55	125	
56-60	100	
61-70	85	
71-74	60	
75	50	140
76-82	50	
83-90	30	
91-100	22	
101-104	20	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Supernatural Freak Machine		
IDEA & DESIGN WORKS, 2005		
1-2	4	

Supernatural Thrillers
MARVEL, 1972

1	27	101
2	10	67
3	10	34
4	10	41
5	27	98
➥1st Living Mummy		
6	10	44
7	10	45
8	10	
9	10	38
10	10	39
11	10 ▽	41
12	10	42
13	10	39
14-15	10	

Super-Team Family
DC, 1975

1	12	36
2	6	
3	6	27
4	6	28
5	4	27
6	4	
7	4	22
8-10	4	
11	3	16
12-14	3	
15	3	20

Super-Villain Team-Up
MARVEL, 1975

1	7	35
2	5	
3	4	
4	4	23
5	4	35
5/30¢	20	76
6	3	
6/30¢	20	
7	3	
7/30¢	20	
8-12	3	
12/35¢	15	
13	3	
13/35¢	15	
14	3	
14/35¢	15	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
15-17	3	

Surrogates
TOP SHELF PRODUCTIONS, 2005

1	3	

Swamp Thing
DC, 1972

1	60 △	230
2	30	110
3	20	76
4	20	68
5	15	76
6	15	64
7	12 ▽	80
8	10	46
9	10	47
10	10	56
11	5	33
12	5	29
13	5	
14	5 △	49
15	5	33
16	5	31
17	5	28
18	5	29
19	5	
20	5	32
21-23	5	
24	5	30

Swamp Thing
DC, 1986

46	4	
47-49	3	
50	4	
51	3	
52	4	
53	5	
➥Batman app.		
54	3	15
55-81	3	
82-83	2	
84	5	
➥Sandman app.		
85-89	2	
90	3	
91-99	2	
100	3	
101-124	2	
125	3	
126-140	2	
140/Platinum	6	
141-149	2	
150	3	

Flashback 1990

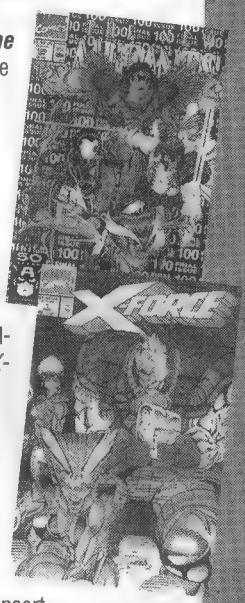
15 years ago in CBG...

#890 DECEMBER 7 1990

Four years after fusing with ***CBG***, the ***CBG Price Guide*** had spun off again into its own publication. It returned to the pages of *CBG* with this issue.

#891 DECEMBER 14 1990

Among movies that never came to be was ***John Carter of Mars***, announced in this week's ***CBG***. Comics creator **William Stout** was to create designs for the live-action film, while director **John McTiernan** (***Die Hard***, ***Predator***, ***Last Action Hero***, ***The 13th Warrior***) was tapped to helm, with screenplay by **Bob Gale** (***Back to the Future***). The announcement said the film could be the most expensive ever made.



#892 DECEMBER 21 1990

New Mutants was drawing to a close, as Marvel Comics prepared for its ensuing incarnation, ***X-Force***. ***CBG*** reported *New Mutants* would end with #100 in February 2001, followed by *X-Force* #1 in June. The *X-Force* debut had Capital City orders of 806,100, while *New Mutants* #100 had Capital City sales of 102,200.

#893 DECEMBER 28 1990

Demonstrating the harshness of Wisconsin winters, a **Kitchen Sink** catalog insert promised on the cover of ***CBG*** #892 didn't make it in until this issue, because shipment of the catalogs was stuck due to a blizzard.

— from the Comics Buyer's Guide archives

	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints
	Tales…#21	*Tales…#22*	*Tales…#23*	*Tales…#24*	*Tales…#25*	*Tales…#26*	*Tales…#27*	*Tales…#28*	*Tales…#29*	*Tales…#30*	*Tales…#31*	*Tales…#32*
	5 SEP 93	6 DEC 93	7 MAR 94	8 JUN 94	9 SEP 94	10 DEC 94	11 MAR 95	12 JUN 95	13 SEP 95	14 DEC 95	15 MAR 96	16 JUN 96
NM Price	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$3

PRICE GUIDE KEY:
CGC INDICATORS

▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
◬ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

War on Flesh

Hundreds of years ago in Jamaica, the evil witch doctor Ew Chott Channy is stopped just in time from unleashing the evil curse of "The War on Flesh." This involves swarms of hornets inserting themselves into corpses to create an army of the undead that will devour the living.

TOKYOPOP
WRITERS:
JUSTIN BORING, GREG HILDEBRAND
ARTIST:
TIM SMITH
B/W • 192 Pgs.
$9.99

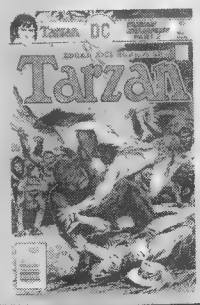
In the present day, when a street gang kills Veture's son, he forsakes the Christian God and goes to a voodoo priest to bring the boy back from the dead. Once revived, instead of sinister, he seems merely moody and shows remarkably little interest in such traditional Romero zombie behavior as devouring brains.

Both the Tokyopop website and this volume's back pages promise readers that the actual story starts in the next installment, but what little does happen is so poorly depicted it's hard to imagine anyone coming back for more. Lacking such simple elements as plot, characterization, or professional-looking art, if the publisher intended to get on the burgeoning zombie craze, it won't accomplish the task with this mess.

No ★ **— S.A. Bennett**

www.tokyopop.com
ISBN: 1-59816-070-2

RETROVIEW
Tarzan #249 ★★



"Tarzan and the Champion, Conclusion"

Tarzan's fight with champion boxer One-Punch Mullargan is interrupted by cannibals!

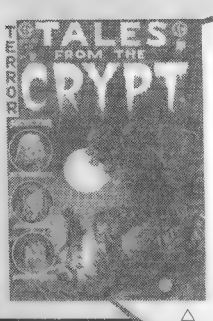
Staked out while the cannibals' pot is simmering, the champ expresses regret for his previous animal slaughter. But after Tarzan saves the champ and his manager from hungry cannibals and equally hungry lions, Mullargan goes back to his old habits. The fight is back on. But it's short. Tarzan knocks the champ out, then watches from the trees as two men depart Africa with markedly different attitudes from those with which they arrived. Anybody who didn't know who'd win the fight — pay up. You owe me money.

DC
May 1976 • 17 pp
Writer: Uncredited
Pencils: Rudy Flores
Inks: Florese
Cover: Joe Kubert

© Edgar Rice Burroughs, Inc.

All CGC copies Then 30¢ NOW $3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Tales of the Zombie		
MARVEL, 1973		
1	25	
2	18	
3	15	40
4	15	51
5-10	15	
Ann 1	15	
Tales to Astonish		
MARVEL, 1959		
1	2000	
2	635	
3-5	440	
6-10	355	
11-20	265	
21-26	200	
27	3600	
➥1st Hank Pym		
28-34	175	
35	1900	
➥1st Ant-Man		
36	625	
37-38	350	
39	350	1056
40	350	
41	230	1223
42-43	230	
44	500	2676
➥1st Wasp		
45-46	150	
47	150	706
48	150	
49	250	866
➥1st Giant Man		
50	95 △	591
51	95	311
52	95	
53	95	455
54	95	
55	95	237
56	95	
57	125	1070
➥Spider-Man app.		
58	95	
59	150	1088
➥Giant-Man vs. Hulk		
60	175	
➥Hulk stories start		
61	75	800
62	90	411
➥1st Leader		
63	75	397
64	75	
65	75 ▽	496
66	70	
67	70	361
68-69	70	
70	100	285
➥Namor stories start		
71	55	162
72-74	55	
75	55	157
76	55	162
77-78	55	
79	55	217
80	55	155
81	55	205
82	78	
➥Iron Man app.		
83	55	209
84	55	145
85	55 △	184
86	55	140
87	55	145
88	55	195
89	55 ▽	150
90	55 ▽	217
91	52 ▽	179
92	75	162
➥Silver Surfer app.		
93	75	374
➥Silver Surfer app		
94	50	135
95	50	176
96	50	129
97	50	202
98	50 △	143
99	50	
100	75	163
101	85 ▽	206
Targitt		
ATLAS-SEABOARD, 1975		
1	9	33
2	8	
3	7	
Tarzan		
DC, 1972		
207	17	64
208	10	42
209	6	
210	6	29
211-229	4	
230	8	49
231-233	8	
234	8	55
235	8	42
236	3	21
237-238	3	
239	3	22
240-244	3	
245	3	19
246-252	3	
253	3	27
254	3	
255	3	17
256-258	3	
Tarzan Family		
DC, 1975		
60	5	
61	5	20
62	4	8
63	4	9
64-66	4	
Team Titans		
DC, 1992		
1	4	
1/5 variants	3	
2-24	2	
Ann 1-2	3	
Teenage Mutant Ninja Turtles		
MIRAGE, 1984		
1	300	1055
1/Counterfeit	2	
2	28	91
2/Counterfeit	2	
3	15	58
3/Misprint	15	
4	12	57
5	4	
6	3	
7	5	
8	4	
9-10	3	
11	4	
12-15	3	
16-62	2	
Teen Titans		
DC, 1966		
1	260	708
2	100	220
3	40	180
4	40	
5	40	148
6-7	32	
8	32	140
9	32	129
10	32	239
11-17	28	
18	33	97
19-20	33	
21	33	196
22	33	
23	18	
24	18	206
25	18	
26-30	12	
31	20	
32	18	55
33	18	91
34-35	18	
36	18	103
37	18	108
➥Giant-sized		
38	18	83
39-40	12	
41	12	79
42-43	12	
44	7 △	24
45-47	7	
48	12	21
➥1st Harlequin		
49	7	
50	20	
➥Batgirl returns		
51-52	6	
53	6	25
Teen Titans		
DC, 1996		
1	4	25
2-3	3	
4	3	8
5-10	3	
11-24	2	
Ann 1	4	
Ann 1999	5	
Teen Titans		
DC, 2003		
½	16	
1	12	
CGC 9.8 avg		34
2-15	3	
16	5	
17	4	
18-19	3	
20	4	
➥Identity Crisis tie		
21-26	3	
Teen Titans Go!		
DC, 2004		
1-12	2	
13-14	3	
15-21	2	
Teknophage		
TEKNO, 1995		
1	2	
1/Variant	3	17
2-10	2	
Tenth Muse		
ALIAS, 2005		
1	4	
1/B cover	5	
1/C cover	4	
1/D cover	5	
1/Photo foil	6	
2	3	
2/B cover	4	
2/Photo foil	5	
3	3	
3/B cover	4	
3/C cover	3	
4	4	
Terminator: The Burning Earth		
NOW, 1990		
1	8	17
2-3	5	
4-5	6	
Terry and the Pirates Comics		
HARVEY, 1947		
3	285	376
4	160	
5	100	
6	65	
7	65	150
8-10	65	
11-12	55	
13	55	125
14-16	55	
17	55	54
18-20	55	
21-23	45	
24	45	115
25	45	
26-28	28	
Thanos		
MARVEL, 2003		
1	3	
CGC 9.8 avg		23
2-12	3	
Thanos Quest		
MARVEL, 1990		
Special 1	4	
Thing		
CHARLTON, 1952		
1	735	
2-4	585	
5-9	540	
10-14	390	
15	295	
16	295 △	319
17	295	
Thing		
MARVEL, 1983		
1	6	23
CGC 9.8 avg		50
2-10	2	
11-13	1	
14	2	
15-36	1	
30 Days of Night		
IDEA & DESIGN WORKS, 2002		
1	55 ▽	87
1/2nd	7	9
2	25	48
3	10	15
CGC 9.8 avg		33
Ann 2004	5	
Bloodsck: 1-7	4	
Barrow: 1	12	
Barrow: 2	8	
Barrow: 3-6	4	
Dark Days: 1	8	
CGC 9.8 avg		22
Dark Days: 2-6	4	
Thor		
MARVEL, 1966		
126	125	
127	45	342
128	45	220
129	45	175
130	45	243
131	45	248
132	45 △	93
CGC 9.8 avg		387
133	45 ▽	162
134	45	180
135-136	45	
137	45	230
138	45	116



△ #46

TALES FROM THE CRYPT

Back to the *Crypt*

Tales from the Crypt #46 advertised a new horror comic book from E.C. that hearkened back to *Tales*' roots. Unfortunately, *The Crypt of Terror* #1 was never published, although the material contained inside was used for *Tales*' final issue.

image © 1955 E C

	Reprints *Tales…#33*	Reprints *Tales…#34*	Reprints *Tales…#35*	Reprints *Tales…#36*	Reprints *Tales…#37*	Reprints *Tales…#38*	Reprints *Tales…#39*	Reprints *Tales…#40*
	17 SEP 96	18 DEC 96	19 MAR 97	20 JUN 97	21 SEP 97	22 DEC 97	23 MAR 98	24 JUN 98
NM Price	$3	$3	$3	$3	$3	$3	$3	$3

Tarzan #250

★★★★

© Edgar Rice Burroughs, Inc.

DC
Jun 1976 • 17 pp.
Writer: Gerry Conway
Pencils: José Luis Garcia-Lopez
Inks: Redondo Studio
Cover: Garcia-Lopez

"Tarzan the Untamed, Part 1"

When Jane is killed by Germans in the first week of World War I, Lord Greystoke goes insane.

The title page accurately touts this as being Edgar Rice Burroughs' most savage novel, when, in unbridled rage, Lord Greystoke returns to his untamed ape-man persona. "Tarzan will have revenge!"

He trails the German regiment responsible for torching his estate and storms their command tent. Carrying off Major Schneider, Tarzan deals his justice by feeding Jane's killer to a lion. This is, indeed, Tarzan at his most savage! His rage still unsated, Tarzan declares that the war of men is now also *Tarzan's War!*

No CGC Copies **Then 30¢ NOW $3**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
139	45	124
140	45	153
141	32	140
142	32	173
143	32	221
144	32	136
145	32	127
146	32	134
147	32	133
148	32	159
149	32	130
150	32	207
151	32	105
152	32	99
153	32	134
154	32	85
155	32	112
156	32 △	71
157	32	87
158	32	176
159	32	118
160	32	136
161	25 △	100
162	25	101
163	25	95
164	25	104
165	40	226
➥Warlock app.		
166	36 ▽	179
167	24	124
168	36	
➥Galactus origin		
169	36	146
➥Galactus origin		
170	20	70
171	20	91
172	20	76
173	20	76
174	20	95
175	20 ▽	74
176	20	81
177	20	92
178	18	
179	18	67
180	24	123
➥Thor vs. Mephisto		
181	23	111
182	12	65
CGC 9.8 avg		193
183	12	
184	12 ▽	73
185	12	85
186-187	12	
188	12	67
189-192	12	
193	55	279
➥Silver Surfer app.		
194	12	46
195	12	73
196-198	12	
199	12	49
200	16	
201	9	63
202	9	41
203	9	
204	9	46
205	9	
206-207	7	
208	7	35
209	7	41
210	7	63
211-215	7	
216	7	29
217-220	7	
221	7	98
222	7	31
223-224	7	
225	14	110
➥1st Firelord		
226	7	43
227	5	23
228	5	24
229	5	
230	5	23
231	5	21
232	5	33
233	5	22
234	5	20
235	5	17
236	5	
237	5	21
238	5	17
239	5	25
240-241	5	
242	5	17
243-245	5	
246	5	13
247-248	5	
249	5 △	26
250	5	16
251	5	23
252-253	5	
254	5	22
255-259	5	
260	5	21
260/35¢	15	
261	5	16
261/35¢	15	
262	5	
262/35¢	15	
263	5	
263/35¢	15	
264	5	
264/35¢	15	
265	3	
266	3	19
267-289	3	
290	3	11
291-299	3	
300	8	
301-336	2	
337	7	31
➥1st Beta Ray Bill		
338	3	
339	4	15
CGC 9.8 avg		22
340	3	
CGC 9.8 avg		21
342	2	
CGC 9.8 avg		18
343-348	2	
349	3	
350-373	2	
374	3	
375-400	2	
401-410	1	
411	3	
412	2	15
413-431	1	
432-433	2	
434-449	1	
450	3	
451-473	1	
474-475	2	
475/Variant	3	
476-481	2	
482	3	
483-499	2	
500	3	
501-502	2	
Ann 2	65	
Ann 3	12	
Ann 4	10	
Ann 5-6	8	
Ann 7	7	24
Ann 8	6	
Ann 9-10	4	
Ann 11	4	14
Ann 12	4	
Ann 13-19	3	

Thor
MARVEL, 1998

1	5	14
1/Sketch	20	
1/Sunburst	5	20
1/DF Alt 1	5	
1/DF Alt 2	8	
1/Rough Cut	5	
2	3	
2/Variant	3	
3-11	2	
12	3	
12/DF	15	
13-25	2	
25/Gold	5	
26-31	2	
32	4	
33-34	2	
35	3	
36-61	2	
62-79	3	
80	28	
➥Avngrs Dissmbled		
81	5	
➥Avngrs Dissmbled		
82-84	4	
➥Avngrs Dissmbled		
85	3	
Ann '99-01	4	

Three Stooges
GOLD KEY, 1959

1	130	
2	90	
3-4	85	
5	80	
6	65	
7	48	
8-10	40	
11-15	28	
16	28	117
17-20	28	
21-30	22	
31-40	18	
41-55	15	

Thrilling Comics
BETTER, 1940

1	2000	
2	800	
3	650	
4-10	500	
11-18	425	
19	500	
➥1st Amer. Crusader		
20	425	
21-30	350	
31-40	310	
41	700	
➥Hitler cover		
42-52	270	
53-61	225	
62	225	836
63-70	225	
71-74	90	
75	90	132
76-78	90	
79	90	239
80	90	

THUNDER Agents
TOWER, 1965

1	140	
2	75	
3-5	55	
6-15	40	
16-17	22	
18	22	45
19	22	66
20	15	

Thunderbolts
MARVEL, 1997

-1	2	
0	1	
1	4	
2-5	3	
6-11	2	
12	6	
13-24	2	
25	3	
26-49	2	
50	3	
51-76	2	
77-78	3	
79-81	2	
Annuals	3	

ThunderCats
DC, 2002

0	3	10
CGC 9.8 avg		15
1	3	24
CGC 9.8 avg		17
2-5	3	

Tick
NEC, 1988

1	15	27
2	8	24
2/Variant	15	
3	6	
4	8	17
5	8	
6-7	5	
8-8/Variant	8	
9-12	3	
12/Ltd.	20	
13	4	
Special 1	50	
Special 2	25	

Tiger Girl
GOLD KEY, 1968

1	35	50

Tigerman
ATLAS-SEABOARD, 1975

1	9	38
2-3	8	

Time Tunnel
GOLD KEY, 1967

1	40	
2	35	148

Time Warp
DC, 1979

1	4	21
2-5	2	

Titans
DC, 1999

1	3	
2-24	3	
25	4	
26-50	3	
Ann 1	4	

Tom & Jerry Comics
DELL, 1949

60	50	
61-65	40	
66-70	36	
71-80	28	
81-89	24	
90	24	98
91-100	18	
101-110	14	
111-120	12	
121-130	9	
131-150	7	
151-170	6	
171-190	5	
191-200	4	
201-214	3	
215	3	36
216-230	3	
231-300	2	
301-327	1	
328-329	5	
330	20	
331-341	7	
342-344	15	

Tomb of Darkness
MARVEL, 1974
Cont'd from Beware

9	20	
10	10	
11	10	26
12-20	10	
20/30¢	20	
21	10	
21/30¢	20	
22-23	10	

Tomb of Dracula
MARVEL, 1972

1	100 ▽	345
2	35	126
3	35	121
4	30	108
5	18 ▽	50
6	18 ▲	96
7	15	83
8	12	46
9	12	46
10	100 ▽	360
➥1st Blade		
11	10	75
12	12	86
13	35 ▽	126
➥Blade origin		
14	12	55
15	10	43
16	10	52
17	12	39
18	10	57
19	12 ▽	61
20	10	52
21	10 ▽	59

Flashback 1985

20 years ago in CBG...

#629 DECEMBER 6 1985

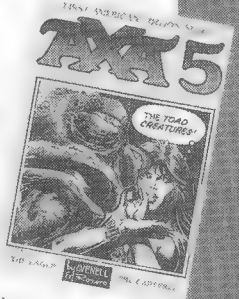
Author and illustrator of children's books **Jack Kent** died at age 65 from leukemia. Kent also created the ***King Aroo*** comic strip which ran from 1950 to 1965 and contributed to ***Mad*** magazine.

#630 DECEMBER 13 1985

Marvel Comics President James Galton reported that negotiations to sell Marvel to **Western Publishing** (earlier, publisher of the **Dell/Gold Key/Whitman** line) had fallen apart.

#631 DECEMBER 20 1985

Not a good week for British comics. ***CBG*** reported the cancellation of the science-fiction strip ***Axa*** in the tabloid *Sun* after eight years, as well as the cancellation of **Marvel UK**'s ***Starburst*** with #87.



#632 DECEMBER 27 1985

In an article by film director **Terry Zwigoff** discussing the movie posters drawn by his friend **Robert Crumb** for Zwigoff's *Louie Bluie*, the director announced his next film would be a documentary about Crumb. The film, titled ***Crumb***, came out 10 years later, winning massive critical acclaim and a Sundance Film Festival award for Zwigoff for Best Documentary.

— from the Comics Buyer's Guide archives

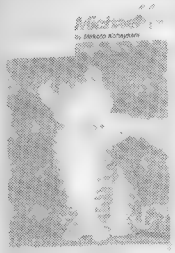
	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Collects	Collects	Collects	Collects	Collects
	Tales ...#41	*Tales ...#42*	*Tales ...#43*	*Tales ...#44*	*Tales ...#45*	*Tales ...#46*	#1-5	#6-10	#11-15	#16-20	#21-25
	25 SEP 98	26 DEC 98	27 MAR 99	28 JUN 99	29 SEP 99	30 DEC 99	Ann. 1 CA. 96	Ann. 2 CA. 96	Ann. 3 CA. 96	Ann. 4 CA. 96	Ann. 5 CA. 96
NM Price	$3	$3	$3	$3	$3	$3	$9	$10	$11	$13	$14

$14

PRICE GUIDE KEY: OTHER GRADES **Unslabbed (loose) Very Fine/Near Mint** is **5/6** (83%) of the unslabbed NM price above **Fine (F)** is **1/3** (33%) of NM **Very Good (VG)** is **1/5** (20%) of NM **Very Fine (VF)** is **2/3** (67%) of NM **Good (G)** is **1/8** (12.5%) of NM

What's Michael? Vol. 10

In the latest episodes in this long-running series, title cat Michael experiences the ups and downs of shacking up with a female feline named Popo. Living together brings out the best and worst in roommates, as Michael soon discovers.



DARK HORSE
WRITER:
MAKOTO KOBAYASHI
ARTIST:
MAKOTO KOBAYASHI
B/W • 88 Pgs.
$8.95

In subsequent chapters, he faces a new cat food's marketing campaign, the ire of the furball high-school principal, a horror story that scares a would-be vampire, and a sleepless night that annoys his dozing masters. Then, as Popo is shamed by a haircut gone awry, a reincarnated Michael befriends a Southern belle. And, back in Japan, is Michael big enough to succeed the neighborhood's top cat, Boss Charles? Or will he be too busy being a good papa to his and Popo's second litter of kitties?

Alternating between this and the similar human soap opera of Club 9, Makoto Kobayashi displays his fondness for displaying the details of daily life. Cats and people can be equally absurd, and Michael is definitely aimed at those cat fanatics who find such traits endearing, rather than exasperating.

★★★ **— Oliver Chin**

www.darkhorse.com
ISBN: 1-59307-337-2

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Tomb of Dracula CONTINUED
22 . . . . . 8 46
23 . . . . . 8 ▽ 42
24 . . . . . 8 ▽ 39
25 . . . . . 8 ▽ 47
26 . . . . . 8 ▽ 60
27 . . . . . 8 ▽ 40
28 . . . . . 8 50
29 . . . . . 8 28
30 . . . . . 10 48
31 . . . . . 8 41
32 . . . . . 8 39
33 . . . . . 7 29
34 . . . . . 7 31
35 . . . . . 7 48
36 . . . . . 7 34
37 . . . . . 7 33
38 . . . . . 7 32
39 7
40 . . . . . 7 39
41 . . . . . 7 35
42 . . . . . 6 26
43 . . . . . 6 29
43/30¢ 18
44 6
44/30¢ 18
45 . . . . . 6 37
45/30¢ 18
46 6
46/30¢ 18
47 . . . . . 6 20
47/30¢ 18
48 . . . . . 6 25
49 6
50 . . . . . 10 60
51 . . . . . 6 31
52 . . . . . 6 32
53 . . . . . 6 34
54 . . . . . 6 △ 23
55 6
56 . . . . . 6 31
57 . . . . . 6 23
57/35¢ 12
58 . . . . . 6 30
58/35¢ 12
59 6
59/35¢ 12
60 . . . . . 6 30
60/35¢ 12
61 . . . . . 5 23
62 5
63 . . . . . 5 24
64 . . . . . 5 24
65-66 5
67 . . . . . 5 32
68 . . . . . 5 40
69 . . . . . 5 31
70 . . . . . 8 ▽ 36

Tomb of Dracula (mag)
MARVEL, 1979
1 15
2-6 6

Tomb Raider: The Series
IMAGE, 1999
0 3
0/DF 5
½ 3
1 . . . . . 3 △ 13
CGC 9.8 avg 26
1/Holofoil . . . 7
1/Another Univ . 5

1/Tower Gold . . 6
1/Tower 5
2 3
2/Tower 5
2/Tower foil . . 7
3 3
3/Monster Man 7
3/Gold Mart . . 6
4 3
4/DF 4
4/DF w certif. . 8
5 3
5/DF 6 16
6-7 3
7/Museum . 125
8-9 3
9/White 4
9/DF 6
9/DF blue . . . 7
9/Sketch . . . 10
10 3
10/Gold . . . 12
10/Red foil . 10
11 3
11/Graham . . 7
12 3
12/Graham . . 8
13 . . . . . 3 19
14-15 3
15/DF 10
16-46 3
47 4
47/Variant . . . 3
48 4
48/Variant . . . 3
49-50 3
Ashcan 1 . . . 5

Tom Strong
DC, 1999
1 4
1/Variant . . . 5
2-32 3

Tom Strong's Terrific Tales
DC, 2002
1 4
2-12 3

Top Comics
GOLD KEY, 1967
Flintstns: 1-2 10
Flintstns: 3 . . 15 39
Flintstns: 4 . . 15
Flintstns: 1-2 10
Flipper: 1 . . . 10 31
MMouse: 1-2 10
MMouse: 3 . . 15 24
MMouse: 4 . . 15
Tweety: 1 . . . 10
Tweety: 2 . . . 10 26

Top-Notch Comics
M L J., 1939
1 3500
2 1500
3 1000
4 825
5 900
6-8 650
9 3000
➡1st Black Hood
10 1000
➡2nd Black Hood
11-15 . . . 625
16-20 . . . 550
21-30 . . . 425
31-38 . . . 250
39 . . . . . 250 821
40-45 . . . 250

Tor
DC, 1975
1 . . . . . 8 29
2-6 4

Tower of Shadows
MARVEL, 1969
1 . . . . . 55 357

2 25
3 . . . . . 25 67
4-5 25
6 . . . . . 15 54
7-8 15
9 8
Special 1 . . 22 86

Toxin
MARVEL, 2005
1-5 3

Transformers
MARVEL, 1984
1 . . . . . 10 41
2 . . . . . 5 10
CGC 9.8 avg 44
3 . . . . . 5 24
4 . . . . . 3 16
5 . . . . . 3 20
6 . . . . . 3 20
7 3
8 . . . . . 3 20
9 . . . . . 3 20
10 . . . . . 3 20
11 3
12 . . . . . 3 14
13 . . . . . 3 ▽ 13
14-18 3
19 . . . . . 3 8
20 3
21-39 2
40 . . . . . 2 1
41-45 2
46 . . . . . 2 1
47-55 2
56 . . . . . 2 23
57-69 2
70-75 5
76 . . . . . 5 14
77 . . . . . 10 23
78 10
79 . . . . . 10 34
80 . . . . . 18 72

Transformers: Generation 1
DREAMWAVE, 2003
0 3
1 4
1/SilvSnail . . . 5
2-10 3

Transformers: Generation 1 Preview
DREAMWAVE, 2002
1/Autobot . . . 4 18
1/Retailer . . . 8

Transformers: Generation 2
MARVEL, 1993
1 2
1/Variant . . . 3
2-12 2

Transformers: War Within
DREAMWAVE, 2002
Ashcan 1 . . . 3 10
1 . . . . . 3 ▽ 13
1/Variant . . . 7
2-5 3
5/Variant . . . 5
6 3

Transmetropolitan
DC, 1997
1 . . . . . 8 30
2 6
3-5 4
6-60 3

Trigger Twins
DC, 1973
1 18

Trouble
MARVEL, 2003
1 . . . . . 3 10
CGC 9.8 avg 24
2-5 3

Truth: Red, White & Black
MARVEL, 2003
1 4
CGC 9.8 avg 20
2-7 4

Turok, Son of Stone
DELL, 1956
3 . . . . . 155 605
4-5 125
6-7 110
7/15¢ . . . 135
8-10 110
11-20 75
21-30 48
31-40 38
41-50 28
51-60 22
61-70 . . . 15
71-90 . . . 10
91-99 8
100 . . . . . 8 50
101-110 . . . 8
111-130 . . . 6
Giant 1 . . 100

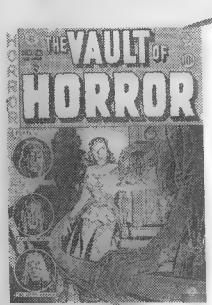
TV Stars
MARVEL, 1978
1 . . . . . 15 46
2-4 7

For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

Or look for our portable version, the **COMIC BOOK CHECKLIST & PRICE GUIDE**.

Krause publishes the ONLY books that list Near Mint prices for comic books!

Get them from your local retailer or order them from www.krausebooks.com!



△ #23

THE VAULT OF HORROR

From *War* to the *Vault*

Like its fellow E.C. horror titles, *The Vault of Horror* picked up the numbering from another E.C. title, in this case *War against Crime*, where *Vault*'s host, The Vault Keeper, had been introduced in #10 (Jan 50). Johnny Craig drew every cover for the series.

Image © 1952 E.C.

	12	13	14	15	16	17	18	19
		Bondage cover		Old Witch appears	H.P. Lovecraft-inspired stories		Ray Bradbury story	
	JAN 50	JUN 50	AUG 50	OCT 50	DEC 50	FEB 51	APR 51	JUN 51
NM Price	$4000	$800	$725	$600	$500	$360	$360	$360

THE BOTTOM LINE

RETROVIEW
Tarzan #251
★★★★

DC
Jul 1976 • 17 pp.
Writer: Gerry Conway
Pencils: José Luis García-Lopez
Inks: Rudy Florese
Cover: García-Lopez

"Tarzan the Untamed, Part 2"

When Tarzan declares war, it's jungle warfare you've never seen before.

The start of the story backs up a bit, as the reader gets better details on the feeding of Schneider, the German officer who murdered Jane, to a lion. Tarzan then takes his quest for revenge to the World War I trenches. Sneaking behind German lines, and with Jane's name on his lips, Tarzan turns their own machine gun on the German lines. The next night, as Von Goss brags about burning the Greystoke estate, he looks up in time to see the attacking lion that Tarzan just loosed into the trenches. Like Tarzan's revenge, destiny is not to be denied.

© Edgar Rice Burroughs, Inc.

Slabbed 9.2 Then 30¢ NOW $3

Tarzan #252

★★★

© Edgar Rice Burroughs, Inc.

DC
Aug 1976
Writers: Gerry [illegible] Joe Kubert
Pencils: Jose Luis Garcia-Lopez, Kubert
Inks: Rudy Florese, Kubert
Cover: Garcia-Lopez

"Tarzan the Untamed, Part 3" • 7 pp.

Tarzan saves a German spy from a lion, only to discover she's wearing Jane's locket!

Tarzan saves Fraulein Bertha Kircher from the lion, even though he's seen her spying in the British camp and wearing a uniform in the German's command tent. But, when he finds Jane's locket, he wants answers! It turns out that Tarzan killed the wrong Schneider. He swears renewed revenge against Schneider, but Bertha has a mission more important than Tarzan's revenge and clubs him from behind to make her escape.

"Jungle Tales of Tarzan — Balu of the Great Apes" • 10 pp. Reprint

No cat copies

Then 30¢ NOW $3

Twilight Experiment
DC, 2005
1-6 3

Twilight Zone
DELL, 1962
1 . . . . . 90 334
2 55
3 42
4-10 35
11-20 30
21-27 16
28-30 10
31-40 8
41-51 6
52-70 5
71-92 4

Two-Bits
IMAGE, 2005
1 1

Two-Fisted Tales
E.C., 1950
18 700
19 500
20 325
21-22 . . . 260
23-25 . . . 210
26-30 . . . 160
31-35 . . . 130
36-40 . . . 115
41 . . . . . 115 568
Ann 1 . . . 550
Ann 2 . . . 400

Two-Gun Kid
MARVEL, 1948
1 660
2 300
3 . . . . . 220 543
4 220
5 200
6-10 165
11-12 . . . 125
13-20 90
21-30 80
31-44 60
45-46 55
47 45
48 50
49-50 40
51 50
52 40
53-54 20
55 40
56 20
57 40
58-59 20
60 30
➥Two-Gun Kid origin
61-80 12
81-82 8
83 . . . . . 8 50
84-92 8
93-129 4
129/30¢ . . . 20
130 4
130/30¢ . . . 20
131 4
131/30¢ . . . 20
132-136 . . . 4

2001, Space Odyssey
MARVEL, 1976
1 . . . . . 5 21
2 . . . . . 5 23
3-7 5
7/35¢ 20
8 . . . . . 12 ▽ 47
8/35¢ 20
9 5
9/35¢ 20
10 5
10/35¢ 20
Giant Size 1 12

Ultimate Daredevil & Elektra
MARVEL, 2003
1 . . . . . 3 13
CGC 9.8 avg 29
2 2
3 . . . . . 2 7
4 2

Ultimate Fantastic Four
MARVEL, 2004
1 . . . . . 5 14
CGC 9.8 avg 27
2 . . . . . 4 9
CGC 9.8 avg 21
3 3
CGC 9.8 avg 20
4 2
CGC 9.8 avg 20
5 2
CGC 9.8 avg 21
6 2
CGC 9.8 avg 21
7 2
CGC 9.8 avg 24
8 3
9-13 2
13/Sketch . . . 6
CGC 9.8 avg 23
14-18 2
19 5
20 4
21 3
21/Variant . . . 5
22 3

Ultimate Iron Man
MARVEL, 2005
1/Kubert 5
1/Hitch 4
CGC 9.8 avg 29
1/Sketch 6
2-3 3

Ultimate Marvel Team-Up
MARVEL, 2001
1 . . . . . 3 11
CGC 9.8 avg 28
2-16 3

Ultimate Nightmare
MARVEL, 2004
1 2
CGC 9.8 avg 17
2-5 2

Ultimates
MARVEL, 2002
1 . . . . . 7 16
CGC 9.8 avg 23
1/DF Millar . . 20
1/DF Quesada . 25
2 . . . . . 9 13
CGC 9.8 avg 52
3 . . . . . 6 10
CGC 9.8 avg 37
4 . . . . . 10 18
CGC 9.8 avg 38
5 . . . . . 8 16
6 . . . . . 7 9
CGC 9.8 avg 31
7 7
CGC 9.8 avg 24
8 . . . . . 5 9
CGC 9.8 avg 22
9 . . . . . 5 12
10 2
CGC 9.8 avg 22
11 2
CGC 9.8 avg 18
12 . . . . . 2 4
13 4
13/DF Millar . 20

Ultimates 2
MARVEL, 2005
1 5
CGC 9.8 avg 20
1/2nd 3
1/Sketch . . . 35
CGC 9.8 avg 29
2-7 3
Ann 1 4

Ultimate Secret
MARVEL, 2005
1-2 3

Ultimate Six
MARVEL, 2003
1 . . . . . 4 9
CGC 9.8 avg 29
2 . . . . . 3 11
CGC 9.8 avg 18
3 2
4 3
5 2
6 3
7 2

Ultimate Spider-Man
MARVEL, 2000
½ . . . . . 8 △ 20
CGC 9.8 avg 54
½/Conv. . . . 18 27
CGC 9.8 avg 178
1 . . . . . 65 ▽ 144
CGC 9.8 avg 584
1/White . . . 375 ▽ 268
CGC 9.8 avg 977
1/DF . . . . 175 ▲ 132
CGC 9.8 avg 521
1/Kay-Bee . . . 4
1/FCBD 3 12
CGC 9.8 avg 33
1/Checkers . . 7
1/Payless . . . 6
1/Target . . 175 192
3 . . . . . 16 ▽ 27
CGC 9.8 avg 265
4 . . . . . 8 △ 29
CGC 9.8 avg 143
5 . . . . . 55 △ 67
CGC 9.8 avg 229
6 . . . . . 9 ▽ 27
CGC 9.8 avg 168
6/Niagara . . 35
7 . . . . . 9 19
CGC 9.8 avg 60
8 . . . . . 8 ▽ 19
CGC 9.8 avg 69
8/Payless . . . 6
9 . . . . . 6 12
CGC 9.8 avg 33
10 . . . . . 6 16
CGC 9.8 avg 47
11 . . . . . 5 15
CGC 9.8 avg 45
12 . . . . . 4 15
CGC 9.8 avg 46
13 . . . . . 5 17
CGC 9.8 avg 63
14 . . . . . 4 13
CGC 9.8 avg 38
15 . . . . . 5 15
CGC 9.8 avg 29
16 . . . . . 3 11
CGC 9.8 avg 28
17 . . . . . 3 ▽ 14
CGC 9.8 avg 40
18 . . . . . 3 13
CGC 9.8 avg 33
19 . . . . . 3 16
CGC 9.8 avg 31
20 . . . . . 3 13
CGC 9.8 avg 42
21 . . . . . 3 14
CGC 9.8 avg 34
22 . . . . . 4 15
CGC 9.8 avg 36
23 3
CGC 9.8 avg 42
24 . . . . . 3 14
CGC 9.8 avg 27
25 . . . . . 3 15
CGC 9.8 avg 27
26 . . . . . 3 14
CGC 9.8 avg 36
27 . . . . . 4 12
CGC 9.8 avg 27
28 3
CGC 9.8 avg 32
29 . . . . . 4 16
CGC 9.8 avg 29
30 . . . . . 3 13
CGC 9.8 avg 32
31 . . . . . 4 12
CGC 9.8 avg 25
32 . . . . . 3 10
CGC 9.8 avg 27
33 . . . . . 4 16
CGC 9.8 avg 37
34 . . . . . 3 14
CGC 9.8 avg 33
35 . . . . . 3 13
CGC 9.8 avg 34
36 . . . . . 3 9
CGC 9.8 avg 28
37 . . . . . 3 15
CGC 9.8 avg 35
38 . . . . . 3 9
CGC 9.8 avg 24
39 . . . . . 3 11
CGC 9.8 avg 23
40 . . . . . 3 13
CGC 9.8 avg 32
41 3
CGC 9.8 avg 25
42 . . . . . 3 11
CGC 9.8 avg 32
43 . . . . . 3 11
CGC 9.8 avg 37
44 3
CGC 9.8 avg 27
45 . . . . . 3 11
CGC 9.8 avg 25
46 3
CGC 9.8 avg 29
47 4
CGC 9.8 avg 24
48 . . . . . 3 24
49 . . . . . 3 8
CGC 9.8 avg 27
50 . . . . . 4 13
CGC 9.8 avg 27
53 3
CGC 9.8 avg 23
60 . . . . . 8 18
CGC 9.8 avg 23
61 5
CGC 9.8 avg 24
62 8
CGC 9.8 avg 23
63 5
CGC 9.8 avg 20
➥Gwen Stacy returns
64-66 3
67 3
CGC 9.8 avg 19
68-71 3
72 3
CGC 9.8 avg 21
73-77 2
78-81 3
Ann 1 4
SP 1 . . . . . 4 11
CGC 9.8 avg 37

Ultimate War
MARVEL, 2003
2 . . . . . 3 11
3 3
4 . . . . . 3 13

Ultimate X-Men
MARVEL, 2000
½ 5 14
CGC 9.8 avg 22
1 . . . . . 14 ▽ 32
CGC 9.8 avg 154
1/Sketch . . . 20
CGC 9.8 avg 68
1/DF. 40 105
1/Checkers . 30 ▽ 47
1/NYPost . . . 8
1/Universal . 60
2 . . . . . 7 △ 17
CGC 9.8 avg 68
3 . . . . . 6 13
CGC 9.8 avg 30
4 . . . . . 5 11
CGC 9.8 avg 32
5 5
CGC 9.8 avg 31
6 4
CGC 9.8 avg 30
7 . . . . . 4 12
CGC 9.8 avg 32
8 . . . . . 4 13
9 . . . . . 4 12
10 . . . . . 4 12
11 . . . . . 3 14
CGC 9.8 avg 17
12 . . . . . 3 11
CGC 9.8 avg 20
13 3
CGC 9.8 avg 24
14 3
CGC 9.8 avg 21
15 3
CGC 9.8 avg 21
16 . . . . . 3 8
17 . . . . . 3 8
18 3
CGC 9.8 avg 20
19 . . . . . 4 11
CGC 9.8 avg 18
20 3
21 . . . . . 3 7
22-26 3
27-32 2
33 2
CGC 9.8 avg 20
34 . . . . . 2 12
CGC 9.8 avg 26
35 2
36 2
CGC 9.8 avg 22
37 2
CGC 9.8 avg 19
38 2
39 2
CGC 9.8 avg 19
40 2
CGC 9.8 avg 20
41 4
42 4
CGC 9.8 avg 17
43-49 2
50 4
CGC 9.8 avg 18
50/Conv . . . 12 18
51-59 2
60-61 3
61/Coipel . . . 5
62 3

Ultra
IMAGE, 2004
1 4
2-8 3

Uncanny Tales
MARVEL, 1952
1 . . . . . 700 88
2 400
3-5 325
6-10 285
11-20 . . . 210
21-25 . . . 165
26 225
27-28 . . . 165
29-40 80
41-56 65

Uncanny Tales
MARVEL, 1973
1 20
2-12 12

Uncanny X-Men
MARVEL, 1970
-1 2
142 . . . . . 25 ▽ 41
CGC 9.8 avg 246
➥Future Past
143 . . . . . 8 ▽ 25
CGC 9.8 avg 108
144 . . . . . 6 22
CGC 9.8 avg 80
145 . . . . . 7 24
CGC 9.8 avg 57
146 . . . . . 6 ▽ 20
CGC 9.8 avg 61
147 . . . . . 6 21
CGC 9.8 avg 52
148 . . . . . 6 19
CGC 9.8 avg 62
149 . . . . . 5 21
CGC 9.8 avg 69
150 . . . . . 5 ▽ 18
CGC 9.8 avg 55
151 . . . . . 5 15

Flashback 1980

25 years ago in CBG...

#368 DECEMBER 5 1980 — **Bud Plant** announced he was adding new comics distribution to his firm's repertoire.

#371 DECEMBER 28 1980 — The Thompsons raved over **Frank Miller**'s new direction for *Daredevil*.

— from the Comics Buyer's Guide archives

Frankenstein-inspired story

Fake letter in letter column

Grim Fairy Tale

Ray Bradbury story

Don Thompson letter

	20 AUG 51	21 OCT 51	22 DEC 51	23 FEB 52	24 APR 52	25 JUN 52	26 AUG 52	27 OCT 52	28 DEC 52	29 FEB 53	30 APR 53	31 JUN 53
NM Price	$275	$275	$275	$275	$275	$275	$225	$225	$225	$225	$225	$105

PRICE GUIDE KEY:
OTHER CGC GRADES

Slabbed CGC 9.8 (NM/M) is **3 times** the CGC 9.4 price above
CGC 9.0 (VF/NM) is **2/5 (40%)** of CGC 9.4

CGC 9.6 (NM+) is **1.5 times** CGC 9.4
CGC 8.0 (VF) is **1/5 (20%)** of CGC 9.4

WitchGirls Inc. #1

WitchGirls Inc. brings together two Heroic regulars — The Black Enchantress and Psyche — as a duo who start their own detective agency. On the one hand, Black Enchantress is the most interesting character under the Heroic umbrella right now. On the other hand, Psyche doesn't stand out quite as her partner does, making for an unbalanced team. The third member of the group, John Carstairs, works for the two. In the mix is the agency's secretary, Clarissa MacDougall, nicknamed Vanity.

HEROIC
WRITER:
WILSON HILL
ARTIST:
CHRIS MARRINAN
COLOR • 52 PGS.
$3.99

This "super-sized" issue contains plenty of story, but, again, what really sticks out are the pages with Black Enchantress. (It's unfortunate that that character's self-titled series ended with #3.) It'll be interesting to see where the creators take the team and how well they can further develop Psyche, John, and Vanity; Vanity, in particular, has plenty of potential for interesting development.

The second issue of this quarterly series comes out Oct. 26. While #1 didn't dazzle, readers will look forward to seeing what the future holds.

★★ **— Ray Sidman**

www.heroicpub.com

RETROVIEW
Tarzan #253

★★★

DC
Sep 1976
Writers: Gerry Conway, Joe Kubert
Pencils: José Luis Garcia-Lopez, Kubert
Inks: Rudy Florese, Kubert
Cover: Kubert

"Tarzan the Untamed, Part 4" • 11 pp.

Tarzan takes his revenge for the murder of Jane — again!

Following the German spy Bertha Kircher, Tarzan crashes her meeting with Fritz Schneider. It's a fight to the death with Jane's murderer. When Bertha fears for her life, Tarzan replies that he doesn't kill women — as the Germans do. Disgusted, Tarzan leaves civilization for the jungles of his youth. Barely surviving a desert crossing, he encounters Bertha once again, as a prisoner of abusive native deserters. Tarzan snarls when they strike Bertha.

"Jungle Tales of Tarzan — Balu of the Great Apes — Part 2" • 6 pp. Reprint

© Edgar Rice Burroughs, Inc.

Then 30¢ NOW $3

Uncanny X-Men CONTINUED	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
152	5	17
153	5	16
154	5	19
CGC 9.8 avg		52
155	5	16
156	5	19
157	5 ▽	21
CGC 9.8 avg		69
158	6	23
➥Rogue app.		
159	5	25
160	5	18
161	5	21
162	6	22
163	5	19
164	5	24
165	5	17
CGC 9.8 avg		63
166	5 ▽	16
CGC 9.8 avg		83
167	4	14
CGC 9.8 avg		65
168	5	18
CGC 9.8 avg		69
169	5	20
170	5	19
CGC 9.8 avg		57
171	5 ▽	22
CGC 9.8 avg		78
➥Rogue joins team		
172	5	19
CGC 9.8 avg		49
173	5	18
CGC 9.8 avg		49
174	5	18
175	5	21
CGC 9.8 avg		63
176	4	12
CGC 9.8 avg		38
177	4	14
CGC 9.8 avg		44
178	5 △	12
CGC 9.8 avg		36
179	4	12
CGC 9.8 avg		33
180	3	
CGC 9.8 avg		33
181	4	11
CGC 9 8 avg		38
182	5	19
CGC 9.8 avg		40
183	5	18
CGC 9.8 avg		45
184	4	17
CGC 9.8 avg		37
185	4	13
CGC 9.8 avg		37
186	4 △	14
CGC 9.8 avg		30
187	3	11
CGC 9.8 avg		35
188	3	14
CGC 9.8 avg		31
189	4	16
CGC 9.8 avg		35
190	4	13
CGC 9.8 avg		40
191	5	15
CGC 9.8 avg		38
192	4	14
CGC 9.8 avg		34
193	5	16
CGC 9.8 avg		45
194	3	
CGC 9.8 avg		42
195	3	18
196	3	11
CGC 9.8 avg		32
197	3 ▽	13
CGC 9.8 avg		33
198	3	19
CGC 9.8 avg		37
199	3	16
200	5	18
201	5	23
➥Portacio art		
202	4	15
CGC 9.8 avg		33
203	4	15
204	4	
205	4 ▽	24
CGC 9.8 avg		74
206	4	14
207	4	18
208	4	14
209	4	20
210	5	26
211	5 ▽	19
CGC 9.8 avg		54
212	6 ▽	22
➥Wolv vs. Sabretooth		
213	6 △	24
➥Wolv vs Sabretooth		
214-215	3	
216	3	8
CGC 9.8 avg		30
217	3	29
CGC 9.8 avg		
218	3	
219	4	17
220	4	18
221	7	24
CGC 9.8 avg		65
➥1st Mr. Sinister		
222	5	24
CGC 9.8 avg		68
➥Wolv. vs. Sabretooth		
223	4	18
224	3	
225	3	13
226	3	
227	3	10
CGC 9.8 avg		30
228	3	13
229	3	13
230-233	3	
234	3	19
235-240	3	
241	3	9
242	3	
243	3	10
CGC 9.8 avg		27
244	5 △	23
CGC 9.8 avg		65
➥1st Jubilee		
245	3	22
CGC 9.8 avg		31
246-247	3	
CGC 9.8 avg		28
248	5 ▽	22
CGC 9.8 avg		88
➥1st Jim Lee X-Men		
249	3	
250	3	13
251	3	19
252	3	15
253-254	3	
255	3	18
256	3 ▽	14
CGC 9.8 avg		45
257	3	14
CGC 9.8 avg		40
258	3	14
259	3	16
260	3	
261	3	16
262	3	16
263	3	17
264-265	3	
266	14 ▽	40
CGC 9.8 avg		220
➥1st Gambit		
267	6	22
CGC 9.8 avg		64
➥Jim Lee; 2nd Gambit		
268	6 ▽	18
269	3	
270	4	17
271	3	14
272-273	3	
274	3	12
CGC 9.8 avg		34
275	3 △	16
276	3	14
277-280	3	
281	2	10
CGC 9.8 avg		21
282	3 ▽	16
283	4 ▽	14
CGC 9.8 avg		44
284	3	
CGC 9.8 avg		18
285	3	
286	2	
287	3	
288-291	2	
292	3	
293	2	
294/Collector's	3	
295/Collector's	2	
296/Collector's	3	12
297-299	2	
300	3	13
CGC 9.8 avg		24
301-302	2	
303	3	10
304	2	
CGC 9.8 avg		25
305	2	8
306	2	
307	5	
308-328	2	
329	4	
330-352	2	
353	3	
354-362	2	
363	4	
364	3	
365-378	2	
379	3	
380-381	2	
381/DF	7	25
382-386	2	
387	3	
CGC 9.8 avg		26
388-403	2	
404	4	
405-411	2	
412	2	9
413-415	2	
416	3	11
417-429	2	
430-438	3	
439	2	
440-441	3	
442	2	
443	3	
444	4	
445-449	2	
450	7	
CGC 9.8 avg		32
➥1st X-23		
451	6	
CGC 9.8 avg		30
➥X-23 app.		
452	3	
453-461	2	
461/Kubert	15	
➥House of M		
462-463	3	
➥House of M		
Ann 1	50	203
Ann 2	45	119
Ann 3	14 ▽	35
Ann 4	6	23
Ann 5	5	19
Ann 6	7	13
CGC 9.8 avg		41
Ann 7	5	16
Ann 8	4	17
CGC 9.8 avg		22
Ann 9	10	10
Ann 10	8	19
Ann 11	4	20
Ann 12	4	16
Ann 13	3	
Ann 14	6	16
CGC 9.8 avg		37
Ann 15	4	
Ann 16	2	
Ann 17-18	3	
Ann '95-01	4	

Uncle Scrooge
DELL, 1953

4	310	
5	220	
6-7	185	
8	140	
9-10	125	
11-15	100	
16-20	80	
21-25	65	
26	65	713
27-30	65	
31-35	55	
36	55	610
37-40	55	
41-50	45	
51-70	40	
71	38	
72-100	32	
101-120	20	
121-140	18	
141-160	12	
161-171	10	
172-176	15	
177-178	25	
179	225	1125
180	35	
181	15	68
182-185	15	
186-197	10	
198	15	87
199-200	10	
201-219	6	
220-240	5	
241-260	4	
261-299	3	
300-308	2	
309-319	7	

Underlords
EIDOLON ENTERTAINMENT, 2005

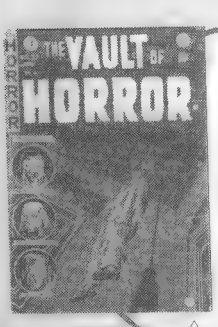
1-4	3	

Undersea Agent
TOWER, 1966

1	32	
2	22	47
3-6	18	

Unexpected
DC, 1968

105	30	
106-113	18	
114-118	12	
119	14 △	86
120	12	
121	16	
122	12	



△ #37

THE VAULT OF HORROR

Remember this host?

A fourth host, Drusilla, was introduced in *Vault of Horror* #37 (Jun 54). Apparently, she wasn't a big hit with fans at the time, since she only lasted until #40. Johnny Craig did use her in commissioned paintings in later years, however.

image © 1954 E.C.

Censored cover

Don Thompson letter

1st Drusilla

Poe-inspired story

NM Price	32 AUG 53	33 OCT 53	34 DEC 53	35 FEB 54	36 APR 54	37 JUN 54	38 AUG 54	39 OCT 54
	$185	$185	$185	$185	$185	$185	$185	$185

THE BOTTOM LINE

Tarzan #254 ★★

© Edgar Rice Burroughs, Inc.

DC
Oct 1976 • 17 pp
Writers: Gerry Conway, David Anthony Kraft
Pencils: Jose Luis Garcia-Lopez
Inks: Frank Springer
Cover: Garcia-Lopez

No CGC copies

"Tarzan the Untamed, Part 5"

Tarzan and British pilot Lt. Harold Percy Smith-Oldwick are burned at the stake by cannibals.

A little confusion to start out: The last readers saw, Tarzan was getting ready to rescue Bertha from deserters. This chapter opens with Tarzan and a British pilot burning at the stake, while Bertha is the one arriving dramatically with a great apes posse to make the rescue. Flashbacks tell of her escape from the deserters and subsequent rescue by Tarzan. After she returns the favor, Tarzan is confused. He hates the Germans for killing Jane but has grown to respect this woman, despite knowing that she's also a spy!

Then 30¢ NOW $3

UNSLABBED / SLABBED — Near Mint CGC 9.4 NM

123 . . . . . 12 39
124-127 . . 12
128 . . . . . 14 176
➥Wrightson art
129-132 . . . 8
133 . . . . . 8 85
134 . . . . . 8 83
135-136 . . . 8
137 . . . . . 8 31
138-145 . . . 8
146 . . . . . 8 40
147-156 . . . 8
157-161 . . 14
162 . . . . . 14 113
➥100 pages
163-176 . . . 5
177 . . . . . 5 56
178-190 . . . 5
191 6
192-222 . . . 4

Unfunnies
AVATAR, 2004
1 5
CGC 9.8 avg 14
2 4

Unity
VALIANT, 1992
0 . . . . . 5 19
CGC 9.8 avg 36
0/Red . . . . 75 ▽ 66
1 4
1/Gold 10
CGC 9.8 avg 39
1/Platinum . . 12
YB 1 4

Universe X
MARVEL, 2000
0-X 4

Universe X: Spidey
MARVEL, 2001
1 10
1/DF 6
1/Sketch . . . 10
1/Recalled . . 90 143

Unknown Worlds of Science Fiction
MARVEL, 1975
1 . . . . . 12 51
2-3 7
4 . . . . . 7 26
5-6 7
Special 1 . . 10

Unusual Tales
CHARLTON, 1955
1 125
2 75
3-5 45
6-11 80
12 56
13 30
14-15 56
16 30
17-21 22
22 35
23 14
24-27 30
28-29 14
30-31 10
32 . . . . . 10 △ 58
33-40 10
41-47 6
48 . . . . . 6 47
49 6

Vampire Lestat
INNOVATION, 1990
1 . . . . . 5 23
2 . . . . . 3 18
3 . . . . . 3 13
4-12 3

Vampirella
WARREN, 1969
1 . . . . . 325 25
2 . . . . . 125 139
3 . . . . . 200 31
4 . . . . . 75 109
5 75
6 . . . . . 70 162
7 . . . . . 70 243
8 70
9 . . . . . 70 200
10 . . . . . 30 141
11 43
12 . . . . . 43 142
13 43
14 . . . . . 43 140
15 . . . . . 43 139
16 30
17 . . . . . 30 143
18 . . . . . 30 107
19 . . . . . 30 140
20-21 30
22 . . . . . 30 ▽ 105
23-24 30
25 . . . . . 30 101
26 20
27 30
28 . . . . . 25 159
29-36 25
37-38 20
39 . . . . . 20 168
40 . . . . . 20 85
41 . . . . . 20 97
42-45 20
46 25
47-49 20
50 . . . . . 20 86
51-54 17
55 . . . . . 17 ▽ 80
56 17
57 . . . . . 17 ▽ 69
58-60 17
61 . . . . . 17 76
62 . . . . . 17 130
63-64 17
65 . . . . . 17 70
66-67 17
68 . . . . . 17 111
69-70 17
71-88 16
89 . . . . . 16 49
90-96 16
97 . . . . . 16 39
98-99 16
100 30
101 . . . . . 16 129
102-103 . . 16
104 . . . . . 16 121
105 16
106 . . . . . 16 128
107-111 . . 16
112 . . . . . 45 124
113 195
Ann 1 . . . 175
Special 1 . . 30

Vampire Tales
MARVEL, 1973
1 35
2-3 18
4 . . . . . 18 137
5 . . . . . 18 48
6 . . . . . 18 ▽ 110
7 18
8 . . . . . 20 87
9-10 20
11 25
➥Scarce
Ann 1 30
➥Scarce

Vault of Evil
MARVEL, 1973
1 . . . . . 60 190
2-4 25
5-6 15
7 . . . . . 15 62
8-10 15
11-23 12

Venom
MARVEL, 2003
1 . . . . . 10 43
CGC 9.8 avg 25
2 . . . . . 3 5
3 2
4-5 3
6 2
7-8 3
9 4
10-18 3

Venom: Funeral Pyre
MARVEL, 1993
1 . . . . . 3 12
2-3 3

Venom: Lethal Protector
MARVEL, 1993
1 . . . . . 3 22
CGC 9.8 avg 46
1/Black 75
1/Gold 5 35
2-6 3

Venom vs. Carnage
MARVEL, 2004
1 6
CGC 9.8 avg 24
2-4 3

Vicki
ATLAS-SEABOARD, 1975
1 28
2 18
3 . . . . . 12 45
4 12

Villains United
DC, 2005
1 12
1/Variant . . . 10
➥2nd printing
1/3rd 3
2 5
3-4 3

Vision & Scarlet Witch
MARVEL, 1982
1 . . . . . 2 17
2-4 2

Walking Dead
IMAGE, 2003
1 35
2 32
3 15
4 12
4/Variant 6
5 4
6-20 3

Wanted
IMAGE, 2003
1 . . . . . 12 ▲ 40
CGC 9.8 avg 31
1/Jones 9
1/Silvestri . . 8
1/Miglari . . . 8
1/DthRow . . 3
CGC 9.8 avg 29
1/WWTex . . 15 ▽ 29
1/WAce 5
2-3 3
4 3
4/SanDiego . 5
5-6 3

Wanted
World's Most Dangerous Villains
DC, 1972
1 10
2-3 8
4-9 6

War
CHARLTON, 1975
1 . . . . . 8 30
2-10 5
11-22 3
23-49 2

War Is Hell
MARVEL, 1973
1 . . . . . 25 95
2 18
3-5 14
6-8 10
9 . . . . . 8 72
10-15 8

Warlock
MARVEL, 1972
1 . . . . . 32 123
2 . . . . . 15 55
3 . . . . . 15 55
4 . . . . . 8 50
5 . . . . . 8 29
6 . . . . . 7 50
7 7
8 . . . . . 7 48
9 . . . . . 10 43
10 . . . . . 10 ▽ 40
11 . . . . . 10 ▽ 29
12 . . . . . 8 36
12/30¢ 15 65
13 . . . . . 8 38
13/30¢ 15
14 . . . . . 8 △ 21
14/30¢ 15
15 . . . . . 8 28

Warlord
DC, 1976
1 . . . . . 10 42
2 4
3-6 3
7-29 2
30-47 1
48 2
49-130 1
131-133 . . . 2
Ann 1 3
Ann 2-6 1

Watchmen
DC, 1986
Moore, Gibbons series
1 . . . . . 8 ▽ 18
2 5
3 . . . . . 5 10
4-7 4
8 . . . . . 4 10
9-11 4
12 . . . . . 4 12
CGC 9.8 avg 31

Weapon X
MARVEL, 1995
1 . . . . . 2 8
2-4 2

Weapon X
MARVEL, 2002
1-8 2
9-28 3

Weapon X: Days of Future Now
MARVEL, 2005
1-2 3

Web of Horror
MAJOR MAGAZINES, 1969
1 . . . . . 90 714
2 . . . . . 55 769
3 65
➥1st Wrightson cvr

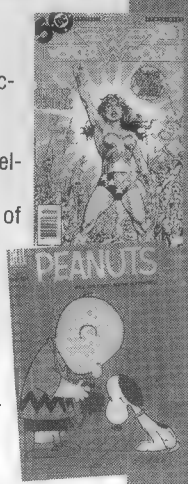
Web of Spider-Man
MARVEL, 1985
1 . . . . . 8 ▲ 23
CGC 9.8 avg 106
2 . . . . . 4 15
CGC 9.8 avg 36
3 4
CGC 9.8 avg 28
4-5 4
6 . . . . . 4 11
7 . . . . . 4 23
8 . . . . . 4 10
9-10 4
11 . . . . . 3 13
12-28 3
29 . . . . . 5 17
30 4
31-32 5
33-35 3
36 4
37 3
38 5
39-47 3
48 . . . . . 8 15
➥1st Demogoblin
49 2
50 3
51-57 2
58 3
59 8
60-61 3
62-89 2
90 5
91-99 2
100 4
CGC 9.8 avg 21
101-105 . . . 2
106/Collector's . 5
106 1
107-113 . . . 2
113/Collector's . 4
114-116 . . . 2
117 3
117/Variant . . 5
118 3
119 2
119/Collector's . 6
120 4
121-124 . . . 2
125 3
125/Variant . . 4
126-129 . . . 2
129/Collector's . 5
Ann 1 7
Ann 2 . . . . . 6 10
Ann 3-10 . . . 3
SS 1 4

Weird Fantasy
E.C., 1950
1 1150
2 500
3-4 425
5 335
6-10 240
11-13 . . . 180
14 300
15 . . . . . 200 850
16-19 . . . 170
20 200
21 285
22 140

Uncanny - Weird $

Flashback 1975

30 years ago in CBG...



#107 DECEMBER 5 1975

Bill Cole smartly advertised something every comics collectors needs: a smoke alarm!

TBG reported the hiring of **Lynda Carter** for the new ***Wonder Woman*** television movie and the dumping of **Salvador Dali** from ***Dune***. Slated to play the emperor of the galaxy, Dali had been fired for praising executions of dissidents by **Generalissimo Francisco Franco** (who is now, still, dead).

Beautiful Balloons recognized the silver anniversary of ***Peanuts***.

#109 DECEMBER 19 1975

Tim Corrigan's cover celebrated the return of **Jack Kirby** to **Marvel Comics**.

— from the Comics Buyer's Guide archives

Vampire cover

68 pages each; reprints random issues of *Vault of Horror* and *Haunt of Fear* for #1-5, *Vault of Horror* and *Weird Fantasy* for #6-7

Reprints two E.C. comics in each issue

	40	Gladstone reprints	1	2	3	4	5	6	7	Cochran reprints	1	2
NM Price	$185		$3	$3	$3	$3	$3	$3	$3		$2	$2
	DEC 54		AUG 90	OCT 90	DEC 90	FEB 91	APR 91	JUN 91	AUG 91		SEP 91	NOV 91

PRICE GUIDE KEY: CGC INDICATORS
▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
▲ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

Zed #6

For those who have not heard of Zed from planet Gallos or his creator, Michel Gagné — who worked as an effects artist on *Iron Giant* and *Star Wars: Clone Wars* — you're missing a treat. Zed is the childlike hero who unwittingly played a role in a horrific (and unintentional) galactic political coup. That was #1. In #5 he was resurrected, courtesy of the cool (and biological) rocket ship built by his friend Macku (whose head he unwittingly played a role in obliterating to a splatty smear).

GAGNÉ INTERNATIONAL PRESS
WRITER:
MICHEL GAGNÉ
ARTIST:
MICHEL GAGNÉ
B/W • 24 Pgs.
$2.95

Got all that?

The fun continues, with no small amount of plot twists, in #6. No spoilers ...

Though *Zed* is cute, cuddly, and loads of fun to read, the title itself isn't for children. Older kids can handle the occasional flash of bloody violence, and the rare adult language — hidden behind the usual keyboard symbols (#@$% yeah) — is also more for older kids.

I discovered *Zed* at the San Diego con, and it's a title I wholeheartedly recommend for those who enjoy the fantastic potential of childlike imagination with a pleasant adult spin.

★★★ — **Ray Sidman**

www.gagneint.com

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Weird Mystery Tales
DC, 1972
1 . . . . . 30 100
2 . . . . . 20 107
3 15
4-11 12
12 . . . . . 10 73
13 . . . . . 10 61
14 10
15 . . . . . 10 45
16-18 10
19 . . . . . 10 75
20 10
21 15
22-24 10

Weird Science
E.C., 1950
1 1450
2 625
3-4 575
5-10 360
11-12 . . . 230
13 . . . . . 230 1674
14-18 . . . 230
19-22 . . . 335

Weird Tales of Macabre
ATLAS-SEABOARD, 1975
1 20
2 . . . . . 30 173
➥Scarce

Weird War Tales
DC, 1971
1 . . . . . 125 500
2 75
3 45
4-5 30
6-10 20
11 . . . . . 12 90
12 12
13 . . . . . 12 34
14-20 12
21-28 8
29 . . . . . 8 20
30-31 8
32-50 6
51-76 5
77 . . . . . 5 59
78-92 5
93 . . . . . 6 29
94-101 . . . 5
102-123 . . . 4
124 . . . . . 4 17

Weird Western Tales
DC, 1972
12 . . . . . 45 163
13 . . . . . 30 105
14 . . . . . 20 ▽ 88
15 . . . . . 20 △ 95
16-19 12
20 . . . . . 12 58
21-27 12
28 . . . . . 12 52
29 . . . . . 16 47
30 8
31 . . . . . 8 42
32-34 8
35 . . . . . 8 38
36 . . . . . 8 39
37-42 8
43-50 6
51-70 5

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Weird Wonder Tales
MARVEL, 1973
1 . . . . . 14 51
2 7
3 . . . . . 7 35
4-7 5
8-15 4
15/30¢ 20
16 4
16/30¢ 20
17 4
17/30¢ 20
18-20 4
21 . . . . . 4 33
22 4

Weird Worlds
DC, 1972
1 . . . . . 12 44
2-5 7
6 8
7 6
8-10 5

Werewolf By Night
MARVEL, 1972
1 . . . . . 80 ▽ 269
2 . . . . . 30 109
3 . . . . . 15 54
4 . . . . . 18 78
5 . . . . . 15 △ 54
6-7 15
8 . . . . . 15 57
9 . . . . . 15 57
10 . . . . . 15 58
11 . . . . . 12 43
12 . . . . . 12 49
13 . . . . . 12 51
14 12
15 . . . . . 15 58
16 . . . . . 12 △ 48
17 . . . . . 12 34
18 10
19 . . . . . 10 50
20 . . . . . 10 28
21-22 8
23 . . . . . 8 31
24 8
25 . . . . . 8 40
26 . . . . . 8 30
27 . . . . . 8 22
28 8
29 . . . . . 8 41
30 . . . . . 8 31
31 . . . . . 8 31
32 . . . . . 60 301
➥1st Moon Knight
33 . . . . . 30 △ 143
34 . . . . . 8 72
35 5
36 . . . . . 5 36
37 . . . . . 10 50
38 5
38/30¢ 15
39 . . . . . 5 46
39/30¢ 15
40-41 5
42 . . . . . 12 37
43 . . . . . 18 46

Western Action
ATLAS-SEABOARD, 1975
1 . . . . . 9 37

Western Gunfighters
MARVEL, 1970
1 . . . . . 28 72
2-3 15
4 18
5 15
6 . . . . . 15 65
7 15
8-16 7
17-33 5

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Western Kid
MARVEL, 1971
1 . . . . . 17 60
2-5 8

What If?
MARVEL, 1977
1 . . . . . 15 ▲ 41
2 . . . . . 10 34
3 . . . . . 8 ▽ 23
4 . . . . . 8 22
5 . . . . . 8 15
6 . . . . . 5 18
7 5
8 . . . . . 5 25
9-10 5
11 . . . . . 4 22
12 4
13 5
14-15 4
16 3
17 . . . . . 4 17
18-19 3
20 . . . . . 3 10
21 . . . . . 3 12
22-26 3
27 . . . . . 5 ▽ 21
28 8
29 3
30 . . . . . 8 18
31 . . . . . 8 26
32-34 3
35 . . . . . 5 14
CGC 9.8 avg 30
36 . . . . . 3 20
37-45 3
46 4
47 3
Special 1 . . . 4

What If...?
MARVEL, 1989
-1 2
1 . . . . . 4 11
2-20 3
21-23 2
24 4
25 3
26-49 2
50 3
51-99 2
100 . . . . . 2 9
101-104 . . . 2
105 . . . . . 12 35
106-113 . . . 2
114 3

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Wheelie and the Chopper Bunch
CHARLTON, 1975
1 . . . . . 20 63
➥Incl. Byrne art
2 12
3-7 10

Where Creatures Roam
MARVEL, 1970
1 25
2-6 10
7 . . . . . 10 57
8 10

Where Monsters Dwell
MARVEL, 1970
1 . . . . . 32 114
2-5 10
6-7 8
8 . . . . . 8 30
9-11 8
12 10
13-27 8
28 . . . . . 8 28
29-31 8
32-38 7

Whiz Comics
FAWCETT, 1940
1 70000
➥1st Captain Marvel
2 5200
3 3400
4 2800
5 2250
6 1650
7 1725
8-9 1650
10 1250
11-12 . . 1100
13-14 . . 1075
15 1250
16-18 . . 1100
19-20 . . . 750
21 800
22-24 . . . 600
25 6200
➥1st Capt. Marvel Jr.
26 550
27-33 . . . 525
34 365
35 410

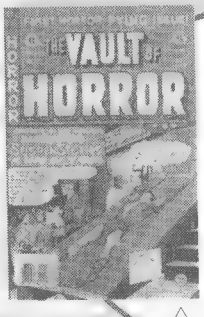
UNSLABBED Near Mint | SLABBED CGC 9.4 NM

36-40 . . . 365
41-50 . . . 260
51-60 . . . 210
61 . . . . . 175 520
62-70 . . . 175
71-82 . . . 150
83-99 . . . 130
100 . . . . . 130 836
101-120 . 110
121-152 . 100
153-155 . 200

WildC.A.T.s
IMAGE, 1992
0 3
1 . . . . . 4 11
1/3D 5
1/Gold 10
1/Variant . . . 5
2 4
CGC 9.8 avg 17
3-10 3
11 15
11/Holofoil . 22
12 8
13 6
14-24 3
25 5
26-49 3
50 4
50/Variant . . . 5
Ann 1 3
Special 1 . . . 4

Wildsiderz
DC, 2005
0 2
0/Variant . . . 3
1/A cover . . . 4
1/B cover . . . 5
1/Lenticular . . . 6

Witchblade
IMAGE, 1995
0 5
½ 30 23
1 . . . . . 25 △ 27
CGC 9.8 avg 86
1/Sketch . . . 15
1/Ace 8
1/Top Cow . . . 5
2 . . . . . 18 24
2/Ace 8
3 . . . . . 10 20
4 8
5 . . . . . 8 18
6-7 6
8-10 5



△ #1

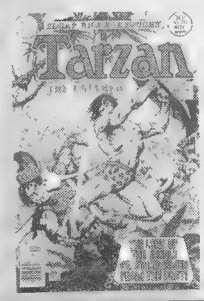
THE VAULT OF HORROR

Once more into the reprints

Russ Cochran devoted a number of years to researching the E.C. library and shared his findings with fans through the hardcover collections, the individual reprint comics, and the annuals. If you're intrigued by what you've read here, check 'em out.

image © 1992 E.C., Russ Cochran

RETROVIEW
Tarzan #255 ★★



DC
Nov 1976 • 17 pp.
Writer: Denny O'Neil
Pencils: Jose Luis Garcia-Lopez
Inks: Frank Springer
Cover: Ernie Chua

"Tarzan the Untamed, Part 6"

Tarzan ropes a biplane and makes a daring midair rescue.

Tarzan thought it'd be fine to leave Bertha, the German spy, and the British pilot Smith-Oldwick to find their way back to civilization. Then, he encounters a group of insane, primitively armored warriors. When he returns to check on the couple, he discovers that they've run afoul of more native German deserters. After saving the couple with his aerial acrobatics, Tarzan finds a set of boot tracks that startles him. A woman wearing the same sort of boot as Jane has passed by. Forget the World War: The quest for Jane has begun!

© Edgar Rice Burroughs, Inc.

Price then: 30¢ NOW $3
Price now: 9.4

Reprints two E.C. comics in each issue

Reprints Vault...#12 | Reprints Vault...#13 | Reprints Vault...#14 | Reprints Vault...#15

THE BOTTOM LINE	3 JAN 92	4 MAR 92	5 MAY 92	Cochran reprints 2nd series	1 OCT 92	2 JAN 93	3 APR 93	4 JUL 93
NM Price	$2	$2	$2		$2	$2	$2	$2

Tarzan #256 ★

© Edgar Rice Burroughs, Inc.

DC
Dec 1976 • 17 pp.
Writer: Denny O'Neil
Pencils: Rudy Florese
Inks: Florese
Cover: Ernie C...

"Tarzan the Untamed: The Final Quest"

Tarzan fights the weirdest creature yet. A Glyf is half-triceratops dinosaur and half-overgrown armadillo.

The constant changing of scripters on this adaptation really shows. Sections from the conclusion of the sequel novel, *Tarzan the Terrible*, are ineffectively hammered in. The Gryf triceratops is transformed into the weird looking Glyf. Tarzan finds and saves, not only Jane, but the British pilot Smith-Oldwick and the German spy, Bertha Kircher, who've been kept prisoner in a medieval castle. Don't waste your time on this conclusion. Read the Manning version.

0 for copies **Then 30¢ NOW $3**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
10/DF	20	
10/AmEnt	8	
11-14	4	
14/Gold	6	
15	4	
16-18	3	
18/AmEnt	5	
19-25	3	
25/Fathom	4	
25/Holofoil	8	
25/Error	15	
26-27	3	
28	3	11
29-41	3	
42	3	30
43-49	3	
50	5	
50/DF	15	
50/DF auto	30	
50/Other vars.	5	
51-80	3	
80/Holiday	3	
81-88	3	
500	5	

Witchblade & Tomb Raider
IMAGE, 2005

1	3	
CGC 9.8 avg		30

Witching Hour
DC, 1969

1	150	524
2	70	
3	50	193
4-6	25	
7-10	18	
11	15	279
12	15	
13	15	120
14-37	10	
38	10	229
39-40	10	
41	10	64
42-49	10	
50	10	48
51	10	
52	8	50
53-63	8	
64	8	40
65-70	8	
71	5	22
72	5	31
73-76	5	
77	5	36
78-83	5	
84	5	16
85	5	

Wolverine
MARVEL, 1982

1	25 ▲	54
CGC 9.8 avg		225
2	18 ▽	28
CGC 9.8 avg		106
3	17 ▽	25
CGC 9.8 avg		107
4	16 ▽	26
CGC 9.8 avg		141

Wolverine
MARVEL, 1988

-1	2	
½	3	18
½/Ltd.	8	
1	10 ▽	32
CGC 9.8 avg		87
2	6 ▽	17
CGC 9.8 avg		50
3	5 ▽	18
CGC 9.8 avg		44
4	5 ▽	16
5	5	14
CGC 9.8 avg		34
6	4	12
CGC 9.8 avg		38
7	5	12
8	5 △	15
CGC 9.8 avg		50
9	5	15
CGC 9.8 avg		35
10	8 ▲	32
CGC 9.8 avg		110
11-14	4	
15	4	
CGC 9.8 avg		20
16-19	4	
20	4	
CGC 9.8 avg		24
21-23	4	
24-40	3	
41	4	9
CGC 9.8 avg		33
42	2	
43	3	
44	2	
45-47	3	
48	3 △	15
49	3	
50	4 ▽	17
CGC 9.8 avg		32
51-56	2	
57	3	
58-74	2	
75	4	13
CGC 9.8 avg		36
76-79	2	
80	8	
81-84	2	
85	3	
85/Variant	4	

86-87	2	
87/Deluxe	4	
88	2	
88/Deluxe	4	
89	2	
89/Deluxe	4	
90	2	
90/Deluxe	4	
91-98	2	
99	4	
100	5	22
100/Variant	8	
101-124	2	
125	4	
125/DF 1& 2	10	
126-130	2	
131	5 △	10
131/Variant	3	24
132-133	2	
133/Variant	4	
134-144	2	
145	4	14
145/Gold foil	25	35
145/DF	50	14
145/Silv foil	30	14
145/Nabisco	400	202
146	5 ▽	24
147-149	2	
150	3	
150/DF	14	19
151-165	2	
166	3 ▽	10
167-189	2	
Ann 1995	4	
Ann '96-01	3	
Special 1	4	

Wolverine
MARVEL, 2003

1	6	15
CGC 9.8 avg		20
2	3	
CGC 9.8 avg		21
3	3	
4	3	12
5-9	3	
10	2	
11-15	3	
16	2	
17	3	
18-20	2	
CGC 9.8 avg		27
20/Variant	90	108
CGC 9.8 avg		257
➥Retailer incentive		
20/Conv	20	29
CGC 9.8 avg		53
➥Texas con premium		
21-26	2	
26/Silvestri	20	

26/DF	25	
27	2	
27/Quesada	30	
28-29	2	
30	3	

Wolverine/ Captain America
MARVEL, 2004

1	3	
CGC 9.8 avg		17
2-4	3	

Wolverine: The End
MARVEL, 2004

1	7 ▽	21
CGC 9.8 avg		25
1/Texas	15	56
CGC 9.8 avg		113
2	6	
CGC 9.8 avg		24
3	3	
CGC 9.8 avg		20
4	3	
CGC 9.8 avg		19
5-6	3	

Wolverine: The Origin
MARVEL, 2001

1	25 ▽	31
CGC 9.8 avg		68
1/DF	50	54
CGC 9.8 avg		93
2	12 △	17
CGC 9.8 avg		27
2/DF	24	
CGC 9.8 avg		53
3	8	17
CGC 9.8 avg		21
3/DF	20	
4	5 △	13
CGC 9.8 avg		28
4/DF	20	
5	4	13
CGC 9.8 avg		22
5/DF	20	
6	5	15
CGC 9.8 avg		22
6/DF	20	

Wolverine Unleashed
MARVEL

1	5	
2-10	4	
11-19	3	

Wonder Woman
DC, 1942

1	17000	
2	3100	
3	1900	
4	1200	4375
5	1050	
6-9	900	
10	900	3438
11-20	650	
21	450	1713
22-23	450	
24	600	
25	450	
26-30	425	
31-40	415	
41-44	400	
45	500	
46-50	400	
51-60	310	
61-70	240	
71-79	190	
80-90	155	
91-100	120	
101-104	90	
105	600	
➥1st Wonder Girl		
106-110	80	
111-129	70	
130	70	176
131	56	
132	56	280
133	56	531
134	56	

135	56	201
136	56	336
137	56	361
138	56	201
139-141	56	
142	56	395
143	56	438
144-145	56	
146	56	357
147	56	283
148	56	
149	56	366
150-151	50	
152	50	279
153-154	50	
155	50	334
156-159	50	
160-161	30	
162	40	212
163-170	30	
171-173	25	
174	25	81
175	25	135
176	25	180
177	25	270
178-180	25	
181-183	33	
184	33	105

185	33	143
186	33	71
187	33	158
188-189	33	
190	33	116
191	40	213
192-198	40	
199	40	172
200	40	202
201	14	
202	14	145
203-205	14	
206	14	48
207	14	100
208	14	54
209	14	
210	14	45
211	25	133
➥100-page issue		
212-213	11	
214	30 ▽	223
➥100-page issue		
215	11	39
216	11	
217	11	57
218	11	43
219	7	21
220	7	
221	7	29

222-223	7	
224	7	35
225-226	7	
227	7	31
228	7	23
229	7	27
230	7	
231	7	31
232	7	36
233-236	7	
237-239	6	
240	6	13
241	6	32
242	6	25
243-249	6	
250	6	26
251	6	
252	6	27
253-260	6	
261	5	15
262-267	5	
268	5	19
269-279	4	
280	3	
281-283	5	
284-299	3	
300	6	23
301-329	3	

Other Flashbacks

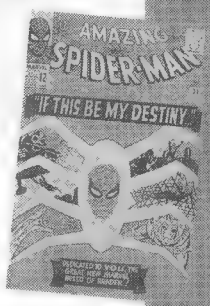
On this date...

DEC. 1940 The **Green Hornet** made his first comic-book appearance in ***Green Hornet Comics*** #1.

DEC. 1941 America's favorite teenager **Archie Andrews** first appeared in ***Pep Comics*** #22, as did **Betty** and **Jughead Jones**.

Meanwhile, in Gotham City, **The Penguin** started his career in ***Detective Comics*** #58.

DEC. 1946 ***True Comics*** #55 introduced fan-favorite character **Sad Sack** to comic books. He'd already been in U.S. Army newspapers.



DEC. 1947 **Uncle Scrooge** got his start in ***Donald Duck 4-Color*** #178.

DEC. 1965 Arguably the most famous non-super-powered girlfriend in comics, **Gwen Stacy** first appeared in ***Amazing Spider-Man*** #31, joined by first-timers **Harry Osborn** and **Professor Warren**.

DEC. 1990 **Timothy Drake**, then the future third **Robin**, received his debut in the pages of ***Batman*** #442.

DEC. 1992 **Doomsday**, the alien who would later kill **Superman** (he got better) in a headline-grabbing epic battle, first appeared in ***Superman: The Man of Steel*** #18.

— from deep within the innermost reaches of the Comics Buyer's Guide archives

Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints
Vault ...#16	*Vault ...#17*	*Vault ...#18*	*Vault ...#19*	*Vault ...#20*	*Vault ...#21*	*Vault ...#22*	*Vault ...#23*	*Vault ...#24*	*Vault ...#25*	*Vault ...#26*	*Vault ...#27*
5 OCT 93	6 JAN 94	7 APR 94	8 JUL 94	9 OCT 94	10 JAN 95	11 APR 95	12 JUL 95	13 OCT 95	14 JAN 96	15 APR 96	16 JUL 96
NM Price $2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$3

PRICE GUIDE KEY: OTHER GRADES **Unslabbed (loose) Very Fine/Near Mint** is **5/6** (83%) of the unslabbed NM price above **Fine (F)** is **1/3** (33%) of NM **Very Good (VG)** is **1/5** (20%) of NM **Very Fine (VF)** is **2/3** (67%) of NM **Good (G)** is **1/8** (12.5%) of NM

Zig Zag #1

For the first few pages of this comic, J. Chris Campbell impressively shows off his talents. One short story cleverly rolls into another, connected by the thinnest of common threads; an image of a television set, for instance,

bridges a store murder with a funny satire of sensationalized TV fare. Hence, possibly, the comic's title.

But, after these initial pages, the issue, well, zigs when it should have zagged. Campbell abandons the initial theme he's laid out, and his clever usage of color, for an excessively long story about a bug, Snuffy, who endures all kinds of coincidental misfortunes when he leaves home and goes to the movies. Right. Campbell's switch to more pedestrian line art is like watching one film's introduction in HDTV before switching to another on the old black-and-white TV in the basement.

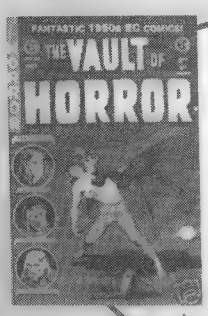
Campbell does pick up the color again for the final few pages, which feature the story of a comical robot with a literal screw loose. If there are subsequent issues of this comic, one can hope that Campbell will choose a storytelling method that best exhibits his talents.

★★½ — **Jim Johnson**

www.adhousebooks.com

ADHOUSE
WRITER:
J. CHRIS CAMPBELL
ARTIST:
CAMPBELL
COLOR • 32 PGS.
$5.95

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Wonder Woman		
DC, 1987		
0	6	
1	4	
2-10/Variant	3	
11-17	2	
18	2	6
19-84	2	
85	10	
➥1st Deodato art		
86	4	
87-93	3	
94-99	2	
100	3	
100/Variant	4	
101-119	2	
120	3	
121-199	2	
200	4	
CGC 9.8 avg		21
201-213	2	
214	25	
➥Int. Crisis tie		
215	7	
216	5	
217-218	4	
219	14	
➥Max Lord dies		
219/Variant	4	
➥2nd print		
1000000	3	
Annuals	4	
Special 1	2	
World's Finest		
DC, 1941		
2	4000	
3	2900	
4-5	1975	
6-7	1450	
8	1275	
9	1300	
10	1050	
11-12	895	
13	895	3525
14-16	895	
17	875	
18-20	805	
21-27	610	
28	610	2803
29-30	610	
31-40	530	
41-60	430	
61-64	320	
65	540	
66-70	370	
71	900	
➥1st Sup/Bat team		
72-73	550	
74-80	375	
81-90	235	
91-93	175	
94	525	
➥Sup/Bat team origin		
95-99	175	
100	260	
101-110	105	
111-120	85	
121	85	497
122-137	75	
138	75	383
139-142	75	
143	52	267
144	52	
145	52	201
146-148	52	
149	52	221
150	52	
151-152	50	
153	45	224
154-155	45	
156	55	
➥Bizarro, Joker app		
157-160	45	
161	45	238
162	38	171
163-165	38	
166	38	158
167-171	38	
172	38	224
173	38	296
174	38	215
175-177	38	
178	30	161
179	30	
180	30	140
181	25	113
182	25	93
183-190	25	
191-193	20	
194	20	80
195-197	20	
198	80 ▽	347
➥Sup/Flash race		
199	80	377
➥Sup/Flash race		
200-202	16	
203	16	86
204	16	106
205	16	
206	16	83
207	16	61
208	16	
209	16	78
210	16 ▽	63
211	16	
212	16	52
213-214	14	
215	14	49
216	14	
217	14	33
218	14	
219	14	54
220	14	66
221	14	21
222-224	14	
225	14	66
226	14	72
227	14	
228	14	79
229-242	6	
243	6	22
244-245	6	
246	6	26
247-270	6	
271	4	15
272-299	4	
300	4	17
301-323	3	
Worlds Unknown		
MARVEL, 1973		
1	17	60
2	10	32
3	7	
4	5	23
5-8	5	
Wulf the Barbarian		
ATLAS-SEABOARD, 1975		
1	12	41
2	9	29
3-4	8	
X-Factor		
MARVEL, 1986		
-1	2	
1	3	14
2-4	2	
5	3	
6	5 ▽	20
7	3	
8-22	2	
23	5	14
24	8	15
25-49	2	
50-53	3	
54-59	2	
60-69	3	
70-91	2	
92	4	6
CGC 9.8 avg		17
93-105	2	
106/Variant	3	
107-124	2	
125	3	
126-129	2	
130	3	
131-149	2	
Ann 1-6	3	
Ann 7-9	2	
X-Files		
TOPPS, 1995		
-2, -1	10	
0/Variants	4	
½	10	15
1	8	24
2	5	
3-4	4	
5-33	3	
33/Variant	5	
34-41/Variant	3	
Special 1-5	5	
X-Force		
MARVEL, 1991		
-1	2	
1	2	11
1/Variants	2	
2	3	
3	2	
4	2	9
5-24	2	
25	3	
CGC 9.8 avg		17
26-38	2	
38/Variant	3	
39-50	3	
50/Variant	4	
51-115	2	
116	2	4
117	2	7
118-129	2	
Annuals	3	
X-Force: Shatterstar		
MARVEL, 2005		
1-4	3	
X-Man		
MARVEL, 1995		
-1	2	
1-4	3	
5-14	2	
15	3	
16-24	2	
25	3	
26-74	2	
75	3	
Annuals	4	
X-Men		
MARVEL, 1963		
1	7000	
➥1st X-Men		
2	1900	6400
3	1030	4251
4	900	3707
5	550	2192
6	500	2065
7	475	1967
8	360	1449
9	360	1425
10	360	
11	300	
12	500	2008
➥1st Juggernaut		
13	275	
14	250 △	1011
15	190	902
16	190	639
17-18	100	
19	100 ▽	520
20	100 ▲	413
21	90 ▽	340
22	90	408
23	90	378
24	90	345
25	90 ▽	341
26	90 △	348
27	90 ▽	377
28	155	710
➥1st Banshee		
29	90	330
30	90	324
31	90 ▽	406
32	90	283
33	90	450
34	90	423
35	150 ▲	1031
➥Spider-Man app.		
36	65 ▽	271
37	65 △	245
38	80	299
39	90	447
40	90 ▽	247
41	65	299
42	65	258
43	65	299
44	65 ▽	320
45	65 △	199
46	65	
47	65	222
48	65	249
49	75 △	347
50	75	325
51	75	254
52	65	267
53	72	323
54	72 ▲	274
55	72	233
56	72 ▽	292
57	72	313
58	100 △	451
➥1st Havok		
59	70	
60	70	271
61	70	290
62	70	341
63	70	308
64	70	297
65	70 △	262
66	80	334
➥Last new issue		
67	35	152
68	35	
69	35	132
70	35	144
71	35 ▽	156
72	35	142
73	35	313
74	35	124
75-76	35	
77	35 △	127
78	35	153
79	35	
80	35	130
81	40	161
82	40	141
83	40	256
84	40	225
85	40	163
86	35	106
87	35	143
88	35	112
89	35 ▽	125
90	35	167
91	35	199
92	35	145
93	35	118
94	500 △	2096
➥2nd New X-Men		
95	85 ▽	329
➥Thunderbird dies		
96	55 ▲	226
97	48 △	209
98	48 ▲	222
98/30¢	125	
99	48 ▽	169
99/30¢	125	
100	60 ▽	254
➥Phoenix orig. starts		



△ #29

THE VAULT OF HORROR

Sealing the Vault

With the reprinting of *Vault of Horror* (E.C.) #40 (Dec 54) in *Vault of Horror* (Russ Cochran) #29 (Oct 99), the final nail was driven in the E.C. reprint coffin. Or was it? A set of hardcover volumes collecting E.C.'s "Picto-Fiction" magazines was announced for late 2005.

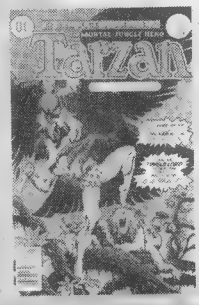
Image © 1999 E.C., Russ Cochran

Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints	Reprints
Vault...#28	*Vault*...#29	*Vault*...#30	*Vault*...#31	*Vault*...#32	*Vault*...#33	*Vault*...#34	*Vault*...#35
17	18	19	20	21	22	23	24
OCT 96	JAN 97	APR 97	JUL 97	OCT 97	JAN 98	APR 98	JUL 98
$3	$3	$3	$3	$3	$3	$3	$3

THE BOTTOM LINE — NM Price

RETROVIEW
Tarzan #257

★★★



DC
Jan 1977 • 17 pp.
Writer: Joe Kubert
Pencils: Kubert
Inks: Kubert
Cover: Ernie Chan

"The Nightmare"

This issue's animal battle scorecard includes a devil bird, a demon lion, a man-headed snake, and a monstrous white gorilla!

Which threat is real? This is a reprint of the *Jungle Tales of Tarzan* episode in which Tarzan has significant nightmares after eating spoiled meat stolen from a native cooking. A number of talented artists have illustrated *Tarzan* over the years, and Kubert is one of the best. He brings modern styling and panel arrangement to the storytelling and infuses a number of cinematic techniques. His faraway perspectives for establishing locator shots are particularly effective.

© Edgar Rice Burroughs, Inc.

CGC copies — Then 30¢ NOW $3

Tarzan #258 ★★★

© Edgar Rice Burroughs, Inc.

DC
Feb 1977 • 17 pp.
Writer: Joe Kubert
Pencils: Joe Kubert, Alex MacDonald
Inks: Kubert, MacDonald
Cover: Ernie Chua

"The Renegades"

Treasure-hunting renegades raid an ancient tomb filled with gold and jewels.

Between greed, booby-traps, and Tarzan, none of the looters makes it out alive. Tarzan takes a single jewel, more magnificent than all the others, to make reparations for other crimes and destruction caused by the renegades. This issue marks the last of the long-running *Tarzan* comics series that started in the 1940s. Other *Tarzan* series would follow from other publishers, but none would ever achieve the success of the Dell/ Gold Key/ DC run.

"Fantastic Creatures of Edgar Rice Burroughs" • 1 pp.

In CGC copies: Then 30¢ NOW $3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
100/30¢	135	1538
101	55 ▽	256
➥Phoenix origin		
102	28 ▲	140
103	28 ▽	127
104	28 △	108
105	28 ▽	95
105/35¢	60	
106	28 ▽	84
106/35¢	60	
107	28	119
107/35¢	60	
108	35 △	118
➥1st Byrne X-Men		
109	30 ▽	112
➥1st Weapon alpha		
110	20 △	76
111	20 ▽	72
CGC 9.8 avg		379
112	20 △	73
113	20 ▽	74
114	20 △	98
115	20	82
116	16 ▽	69
117	16 ▽	56
118	16 ▲	57
119	16 ▽	43
CGC 9.8 avg		238
120	28 ▽	100
➥1st Alpha Flight		
121	28 ▲	95
122	12 ▽	52
123	12 ▽	49
124	12 ▽	43
125	12 △	52
CGC 9.8 avg		293
126	12 ▲	49
127	12 ▽	42
CGC 9.8 avg		247
128	12 ▲	49
129	20 ▲	62
➥1st Kitty, E Frost		
130	12 △	53
131	12 ▽	56
132	12 ▲	45
133	12 ▲	55
CGC 9.8 avg		286
134	12 ▲	51
135	12 △	48
CGC 9.8 avg		227
136	11 △	45
137	14 ▽	53
CGC 9.8 avg		236
➥Phoenix dies		
138	8 △	37
CGC 9.8 avg		176
139	11 ▽	39
140	11 ▽	37
CGC 9.8 avg		242
141	11 ▽	50

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
CGC 9.8 avg		336
➥Future Past		

X-Men
MARVEL, 1991

-1	3	
-1/Variant	4	
1/Beast	5	15
CGC 9.8 avg		18
1/Colossus	3	
1/Cyclops	4	
1/Magneto	3	
1/Collector's	5	
CGC 9.8 avg		22
2	3	
CGC 9.8 avg		20
3-20	3	
21-24	2	
25	5	15
25/Gold	25	26
25/Ltd.	30	
26-29	2	
30	3	
31-49	2	
50	3	
50/Variant	4	27
51-54	2	
54/Silver	25	
55-61	2	
62	2	10
62/A	3	13
63-79	2	
80	3	
80/Holofoil	10	13
80/DF	7	
81-98	2	
99-100	3	
101-104	2	
105	3	
106-113	2	
114	5	22
115-144	2	
145-147	3	
148	2	
149	3	
150	4	
151	3	7
152	2	
153-157	3	
158	2	
159	3	
160-164	2	
165	3	
166-169	2	
170-3	3	
Annuals	4	
Ashcan 1	1	

X-Men: Age of Apocalypse
MARVEL, 2005

0	4	

X-Men: Age of Apocalypse
MARVEL, 2005

1	4	
2-6	3	

X-Men & The Micronauts
MARVEL, 1984

1	3	12
CGC 9.8 avg		19
2-3	2	
4	1	

X-Men/FF
MARVEL, 2005

1-5	4	

X-Men Omega
MARVEL, 1995

1	6	24
CGC 9.8 avg		23
1/Gold	25	

X-Men: Phoenix
MARVEL, 1999

1	3	
CGC 9.8 avg		33
2-3	3	

X-Men: Phoenix — Endsong
MARVEL, 2005

1	8	
CGC 9.8 avg		36
1/Variant	6	
➥Green costume		
2	6	
2/Variant	5	
➥Green costume		
3	4	
4-5	5	

X-Men: Road to Onslaught
MARVEL, 1996

1	3	11

X-Men: Ronin
MARVEL, 2003

1	3	
CGC 9.8 avg		23
2-5	3	

X-Men: The End - Dreamers
MARVEL, 2004

1-6	3	

X-Men: The End - Heroes
MARVEL, 2005

1-5	3	

X-Men Unlimited
MARVEL, 1993

1	3	6
CGC 9.8 avg		20
2-31	3	
32-43	4	
44-50	3	

X-O Manowar
VALIANT, 1992

0	2	
CGC 9.8 avg		20
0/Gold	35	
CGC 9.8 avg		95
½	8	
½/Gold	55	
1	7	16
CGC 9.8 avg		82
2	6	11
CGC 9.8 avg		37
3	6	9
4	6	15
5	5	
6	4	9
7-8	3	
9	2	
10-15	1	
15/Pink	8	
16-27	1	
28	2	
29-35	1	
36	2	
37-41	1	
42-54	2	
55-62	3	
63-65	4	
66	5	
67	7	
68	12	13
YB 1	4	

X-Treme X-Men
MARVEL, 2001

1	3	15
2-35	3	
36-39	4	
40-46	3	
Ann 2001	5	

X-23
MARVEL, 2005

1	7	15
CGC 9.8 avg		40
1/Variant	3	
CGC 9.8 avg		34
2	4	
2/Variant	5	
3	5	
CGC 9.8 avg		23
4-5	3	

Young Avengers
MARVEL, 2005

1	10	
CGC 9.8 avg		24
1/DirCut	6	
1/Conv	15	
2	7	
3-5	3	

Young Love
DC, 1963

39	30	
40-50	24	
51-70	20	
71-90	14	
91	10	52
92-100	10	
101-106	7	
107	25	105
108-114	20	
115-126	12	

Young Romance
DC, 1963

125	42	
126-140	18	
141-150	15	
151-159	12	
160-170	10	
171-177	9	
178	9	96
179-197	9	
198	20	
199	20	107
200-201	20	
202-208	8	

Y: Last Man
DC, 2002

1	30	32
2	15	24
3	5	
4	4	7
5	4	
6-36	3	

Zip Comics
M.L.J., 1940

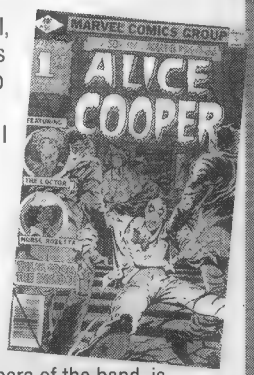
1	3500	
2	1600	
3	1250	
4	900	
5	900	2133
6	750	1800
7-8	750	
9	800	
10	750	
11-17	600	
18	625	
19	600	
20	900	
21-26	540	
27	800	
28-30	540	
31-40	375	
41-47	280	

Zorro
GOLD KEY, 1966

1	70	148
2-3	38	
4	38	88
5-6	34	
7	34	80
8-9	28	

Tony's Back Page

Kiss and tell



When you think of comic books and rock-and-roll, Tony Isabella is probably not the first name that leaps into your head. Oh, sure, I made that hilarious cameo appearance in the Alice Cooper issue of *Marvel Premiere*, but, beyond that, the only rocking-and-rolling I do generally also includes piteous groaning and stomach clutching after I've eaten something that I shouldn't ought to have eaten. Spicy treats, why do you torment me so?

I do have a rock-and-roll story of my own. It dates back to when I owned a comics shop in the 1970s in Cleveland.

Gene Simmons, bass-playing demon of Kiss, who has starred in comic books with the other members of the band, is a comics fan. Before he became Gene Simmons, I knew him as Gene Klein, a comics fan who used to write for one of the same comics fanzines I had written for prior to my New York move to work at Marvel.

When Kiss came to Cleveland to perform, Gene wanted to hold a photo op at my store. The local media were cool with that. After all, I was already their go-to guy, when they did stories about comics or related subjects, and the local TV stations often used my store as a set when they did such stories.

After my store closed, in comes Gene in his full Kiss outfit, which meant he was literally towering over my 5 feet, 4 inches. While the photogs set up, there I am, talking to this guy who looks like a demon from Hell — and we're discussing which Jack Kirby inkers we liked the best. A surreal moment, to be sure.

My memory isn't 100% on this, but, since I know you're gonna ask, we were discussing Kirby's pre-Joe Sinnott *Fantastic Four* inkers. Gene liked George Roussos. I preferred Dick Ayers.

Rock on!

— Tony Isabella

	Reprints *Vault*...#36	Reprints *Vault*...#37	Reprints *Vault*...#38	Reprints *Vault*...#39	Reprints *Vault*...#40	Collects #1-5	Collects #6-10	Collects #11-15	Collects #16-20	Collects #21-25
	25 OCT 96	26 JAN 96	27 APR 96	28 JUL 96	29 OCT 96	Ann. 1 CA. 96	Ann. 2 CA. 96	Ann. 3 CA. 96	Ann. 4 CA. 96	Ann. 5 CA. 96
NM Price	$3	$3	$3	$3	$3	$9	$10	$11	$13	$14

$8

PRICE GUIDE KEY:
CGC INDICATORS
▲ Average price paid has gone **up THREE months in a row**
△ Average price paid has gone **up since last month**
▲ Average price paid has gone **up TWO months in a row**
▽ Average price paid has gone **down since last month**

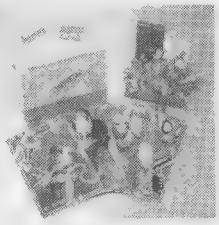
ACTION FIGURE & TOY MARKET REPORT

by DON BUTLER

Figure Factory fun

The 2005 Marvel Heroes Figure Factory from Toy Biz puts a different spin on collectibles — each "crate" (SRP: $5.99) comes with 15-20 pieces to form a 3-D diorama and includes randomly packed double-sided stickers to create two different 20" x 28" posters: one side with various Marvel characters and a photomosaic on the other. Assortment 1 includes:

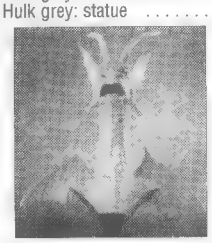
- Green Goblin
- Wolverine
- Venom
- Thing
- Spider-Man
- Iron Man
- Doc Ock
- Hulk
- Mystery Figure



This month we're featuring prices of statues from the ultrà-popular Bowen Studios. Prices are averaged from at least six online auctions.

Figure name	MIP
Abe Sapien "Hellboy": mini-bust	$65
Abe Sapien: mini-bust	$63
Angel: mini-bust	$43
Antman: mini-bust	$280
Apocalypse: mini-bust	$60
Arzach: mini-bust	$84
Baron Zemo: mini-bust	$22
Beast: mini-bust	$53
Beta Ray Bill: mini-bust	$37
Bionica: mini-bust	$24
Black Bolt: mini-bust	$150
Black Cat: mini-bust	$25
Black Panther classic: mini-bust	$29
Black Panther classic: statue	$110
Black Panther modern: statue	$115
Black Panther: mini-bust	$165
Black Widow: mini-bust	$20
Black Widow: mini-statue	$28
Black Widow: statue	$86
Bucky: mini-bust	$16
Bullseye: mini-bust	$38
Captain America "60th anniversary": statue	$235
Captain America classic: statue	$240
Captain America modern: statue	$240
Captain America: mini-bust	$93
Captain America: mini-statue	$115
Captain Marvel 60's: mini-bust	$23
Captain Marvel 70's: mini-bust	$26
Captain Marvel modern: mini-bust	$26
Carnage: mini-bust	$33
Colossus chrome: mini-statue	$195
Colossus chrome: mini-statue SDCC 2003	$130
Colossus chrome: statue	$185
Colossus: mini-bust	$99
Colossus: mini-statue	$36
Colossus: statue	$105
Concrete: mini-bust	$57
Crystal: mini-bust	$28
Cthulu: mini-bust	$420
Cyclops modern: statue	$85
Cyclops retro: statue	$89
Cyclops set: mini-statue	$42
Cyclops set: statue	$175
Cyclops: mini-bust	$250
Daredevil red: mini-statue	$67
Daredevil red: statue	$305
Daredevil yellow: mini-statue	$61
Daredevil yellow: statue	$305
Daredevil: mini-bust	$51
Dark Phoenix: mini-statue	$84
Dark Phoenix: statue	$220
Dawn: statue	$84
Deadpool unmasked: mini-bust	$51
Deadpool: mini-bust	$165
Deadpool: statue	$100
Deathlok: mini-bust	$18
Deathlok: mini-statue	$62
Doc Samson: mini-bust	$26
Doop: mini-bust	$180
Dr Doom : mini-bust	$32
Dr Doom: mini-statue	$52
Dr Doom: statue	$200
Dr Octopus: mini-bust	$23
Dr Strange: mini-bust	$29
Electro w/arms: mini-bust	$150
Electro: mini-bust	$28
Elektra: statue	$125
Falcon: mini-bust	$30
Fantastic Four triple pack: mini-bust	$68
Fin Fang Foom green: mini-bust	$27
Fin Fang Foom red: mini-bust WW 2004	**$130**
Flash Gordon & Ming: mini-bust	$33
Galactus: mini-bust	$51
Galactus: statue	$125
Gambit: mini-bust	$58

Figure name	MIP
Gambit: statue	$105
Ghost Rider chrome: statue	$130
Ghost Rider original: mini-bust	$37
Ghost Rider: mini-bust	$21
Ghost Rider: statue	$110
Giant-man & the Wasp: mini-bust	$25
Goliath: mini-bust	$30
Gorgon: mini-bust	$25
Green Gobiln: mini-bust	$22
Green Goblin: statue match to Spider-Man	$125
Grendel Christine Spar: statue	$70
Grendel Hunter Rose: statue Blue box	$225
Grendel Hunter Rose: statue Red box	$155
Grendel Hunter Rose: statue	$160
Grendel prime: statue	$160
Grendel triple pack: mini-bust	$40
Hawkeye: mini-bust	$26
Hellboy museum bronze: mini-bust	$345
Hellboy museum: mini-bust	$55
Hellboy: mini-bust	$125
Helboy: statue	$430
Hobgoblin: mini-bust	$30
Hulk green: mini-statue	$26
Hulk green: statue	$255
Hulk green: statue Artist proof	$325
Hulk grey: mini-statue	$26
Hulk grey: statue	$220



Hulk, Mr Fixit: mini-bust	$43
Hulk: mini-bust	$275
Human Torch: mini-statue	$35
Human Torch: statue	$215
Iceman clear: mini-bust	$43
Iceman: mini-bust	$29
Invisible Woman clear: statue	$81
Invisible Woman partial: mini-statue	$26
Invisible Woman partial: statue	$205
Iron Fist red: mini-bust	$115
Iron Fist: mini-bust	$105
Iron Man classic: statue	$150
Iron Man modern: mini-bust	$325
Iron Man original gold: statue	$66
Iron Man original grey: statue	$63
Iron Man retro: statue	$90
Iron Man set: mini-statue	$45
Iron Man set: statue	$220
Iron Man silver age: mini-bust	$82
IT Girl: mini-bust	$97
Jack Kirby bronze: mini-bust	$23
Jack Kirby: mini-bust	$26
Jimmy Leggs: statue	$55
Juggernaut: mini-bust	$33
Juggernaut: statue	**$145**
Karnak: mini-bust	$24
Kevin Matchstick "Mage": statue	$71
Kraven: mini-bust	$20
Lockjaw: mini-bust	$33
Logan: statue	$115
Loki: mini-bust	$23
Magneto: mini-bust	$135
Magneto: statue	$110
Man-Thing: mini-bust	$140
Man-Thing: statue	$105
Marv "Sin City": mini-bust	$51

Monthly Top 10: NEW TOYS

Marvel Legends is back at the top baby with, not one, but two assortments hitting stores within a month of one another. This should cover any ML fix that collectors need for at least a few months, as they struggle to find them all.

Other strong movers this months are Bandai's three-inch Teen Titans Figures and DC Direct's older releases like Power Girl ($50) making waves.

1 Marvel Legends Series 11 — Toy Biz

Hot on the heels of Series 10 this must-have wave has our resident psycho, The Scarlet Witch, plus baddies like Taskmaster and Ultron. What are you waiting for? Go to the store now!

Recent prices reported
$16 Ultron
$12 Vengeance
$20 Taskmaster
$15 Wonder Man
$25 Wonder Man Variant
$12 Logan (Days of Future Past)
$25 Logan (Green Pants Variant)
$14 Hulk Buster Iron Man
$30 Scarlet Witch
$12 Thing 1st appearance

2 Marvel Legends Series 10 — Toy Biz

Some price fluctuations have lowered some figures a bit this month, as more of this wave hits the mass and comics markets, but this X-Men-heavy line features some classic characters in outfits from days gone by that fans can't resist.

Recent prices reported
$16 Angel Red
$25 Angel Blue Variant
$12 Black Panther
$12 Cyclops
$25 Cyclops Blue and White Variant
$10 Mr. Sinister
$16 Mystique
$14 Omega Red
$10 Spider-Man 1st appearance
$50 Loose Sentinel 16"

3 Justice League Unlimited 4 3/4" — Mattel

The Target Exclusives hit this month and they are on fire. The Black Canary three-pack is the one everyone wants and it's the price leader of the line right now. With Season 3 beginning on Cartoon Network, look for this line to have staying power with collectors.

Recent prices reported
(Three packs)
$17 Atom Smasher, Flash, Green Lantern
$20 Hawk, Dove, Wonder Woman
$20 Booster Gold, Superman, Martian Manhunter
$22 Sinestro, Aztec, Superman
$25 Metamorpho, Wildcat, Batman
$18 Waverider, Hawkgirl, Flash
$35 Black Canary, Superman Green Arrow (Target)
$25 Bizarro, Wonder Woman, Batman (Target)
$25 Orion, Green Lantern, Martian Manhunter (Target)
(Single Carded)
$20 Gold Amazo
$14 Starman
$15 The Atom

4 Invader Zim — Palisades Toys

The exclusive Hot Topic chain variants are the ones causing a ruckus, but the regular figures are nothing to sneeze at. Series 1 vanished in a blink, so look for more of the same with Series 2.

Recent prices reported:
$20 Gir in Dog Suit
$30 Screaming Gir with Dog Suit half on (Hot Topic Variant)
$15 Invader Zim Human Disguise
$25 Pustulio Invader Zim (Hot Topic Variant)
$15 Gaz
$25 Freakout Gaz (Hot Topic Variant)
$15 Angry Almighty Tallest Red
$25 Contemplative Almighty Tallest Red (Hot Topic Variant)
$15 Robo Parents
$25 Haywire Robo Parents (Hot Topic Variant)

5 Teen Titans 3 1/2" — Bandai

Hot, hot, hot! This little line is finally being noticed by the collecting world, as fans realize that the smaller figures are the ones with all the cool characters in it. The original wave of two-packs are all going for $20 or more.

Recent prices reported
$16 Gizmo and Red X Robin
$12 Hotspot and Bumblebee
$10 Aqualad and Mas
$14 Wildebeast and Menos
$14 Cinderblock and Raven
$16 Beast Boy and Terra
$22 Robin and Slade
$12 Speedy and Trident
$10 Master of Games

6 DC Direct Misc. Releases — DC Direct

DC Direct figures are seeing new life, some just months after their original release. As characters get popular in current comics stories, their toys from six months to a few years ago gain major heat.

Recent prices reported
Green Lantern
$30 Kilowog (Green Lantern)
$30 Emerald Shield GL (mail-away; Green Lantern)
$20 Psycho Pirate (Crisis)
$25 Bizarro (JL Alex Ross)
$100 Superman Angry Variant (Retailer Incentive)
$50 Power Girl (Justice Society)
$55 Solomon Grundy (Justice Society)
$40 Doomsday (DCU)

7 Star Wars: Epsiode III — Hasbro

A new wave of toys has finally hit stores and fans are eating them up fast. All *Revenge of the Sith* toys with numbers 45 or higher are in huge demand and appear far scarcer than the earlier waves.

Recent prices reported
$25 Palpatine (Blue Lightsaber Variant) #35
$20 Clone Trooper (Super Articulated) #41
$20 Tarkin #45
Exclusives
$35 Holographic Yoda (Toys "R" Us)
$55 Lava Reflection Darth Vader (Target)
$30 Clone Trooper (Target)
$45 Early Bird Set (Wal-Mart)

8 GI Joe 3 3/4" (Internet direct) — Hasbro

Well, the revived 3 3/4" line may be canceled at the mass market to pave the way for "GI Joe: Sigma Six" this fall, but it's not dead yet. Hasbro will release several figures over the next year direct to you via its website

Recent prices reported
Wave 1
$12 Major Barrage
$15 Sgt. Mutt
$15 Spirit Iron Knife
Wave 2
$12 David (Salvo) Hasle
$12 Major Bludd

9 Family Guy Series 3 — Mezco

The cartoon that shows all the things we only wish they could on *The Simpsons* has an equally raunchy toy line and it's selling fast with Series 3 almost gone.

Recent prices reported
$14 Peter in Drag
$16 Joe Swanson
$20 Chris Cristobel
$22 Mayor West
$14 Pope
$18 Jasper
$35 Jasper Pink Shirt Variant

10 San Diego Comic Con Exclusives

While not as steamy as last year's con bootie, the 2005 Comic-Con International: San Diego toy exclusives are still limited and elusive..

Recent prices reported
$100 Catwoman with 24K Gold Idol (The Batman — Mattel)
$25 Princess Leia Hologram (Star Wars — Hasbro)
$25 Vampire Darla "Welcome to the Hellmouth" (Buffy the Vampire Slayer — Diamond Select)
$60 Captain Mal Reynolds (Serenity — Diamond Select)

ENTERTAINMENT MARKET REPORT CARDS

Doom is in the details

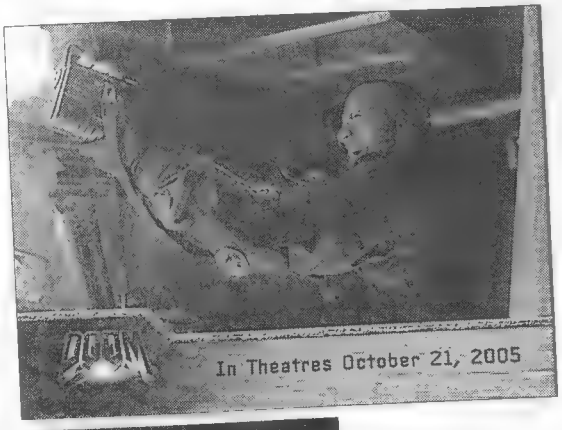
The popular videogame *Doom* comes to theaters Oct. 21, and in conjunction with the film, Artbox will release an entertainment card set in late September or early October.

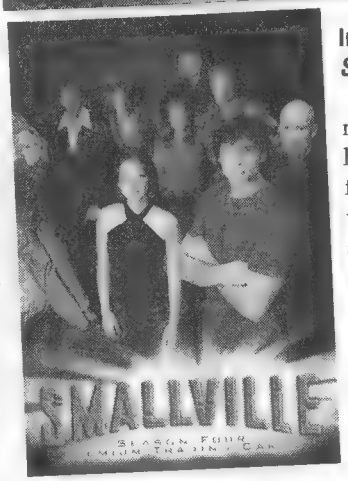
Artbox is producing 3,000 boxes of packs for the 72-card set, with a selling price of approximately $2.99 to $3.49 per eight-card pack.

Inserts include autograph cards of star Dwayne Johnson — aka pro wrestler The Rock, Karl Urban, and Rosamund Pike.

The set will also have at least nine costume inserts, such as Johnson's Sarge outfit and more than one of Pike's outfits.

There will also be nine foil cards, and a collectible binder can be purchased as well.





Inkworks visits *Smallville*

An entertainment card set highlighting the fourth season of the WB television series *Smallville* is slated for an October release. The 90-card set will sell in seven-card packs at $2.29 apiece.

Inserts include a nine-card puzzle showing Lois and Clark, with one card inserted in every 11 packs.

Costume cards will also be inserted. Additional details will be forthcoming.

Customers can also purchase a sequentially numbered nine-card uncut mini-press sheet, with a production limit of 199. Also, a Season 4 collector album will sell for $19.95.

The series, starring Tom Welling as Clark Kent and Kristin Kreuk as Lana Lang, begins its fifth season this fall.

Other upcoming releases

- September/October — *Doom* movie (Artbox)
- October — *Smallville*: Season Four (Inkworks)
- Oct. 19 — *Xena and Hercules Animated Adventures* (Rittenhouse)
- Oct. 24 — *The Batman Animated Adventures* (Topps)
- Oct. 31 — *King Kong* movie (Topps)
- Nov. 16 — *Star Trek Art & Images: Original Series* (Rittenhouse)

Battlestar Galactica Premiere Edition
Rittenhouse 2005

Set (72)	14.00
Roll Call Set (9)	20.00
Cylon Threat (9)	45.00
Quotable (9)	80.00
Sketch Card Case Topper	60.00
Tricia Helfer Costume Card	35.00
Katee Sackhoff Costume Card	30.00
Grace Park Costume Card	30.00
Katee Sackhoff Costume Card	30.00
Jamie Bamber Costume Card	20.00
Edward James Olmos Cost.	20.00
Michael Hogan Costume Card	20.00
Tricia Helfer Autograph	150.00
Katee Sackhoff Autograph	125.00
Aaron Douglas Autograph	25.00
Michael Hogan Autograph	25.00
Other Autographs	20.00

Disneyland 50th Anniversary
Upper Deck 2005

Set (65)	13.00
Attractions Posters (50)	25.00
Haunted Mansion (10)	30.00

Disney-Pixar Treasures
Upper Deck 2004

Set (100)	15.00
Card	.20
Outtakes Set (10)	20.00
Now You Know Trivia (10)	25.00
Reel Piece of History Film	25.00

Family Guy
Inkworks 2005

Set (72)	15.00
Griffin's Family Photos (9)	40.00
Bad Dog Set (6)	40.00
Box Topper set (3)	24.00
Case Topper Card	45.00
Alex Borstein Autograph	50.00
Erik Estrada Autograph	35.00
Mike Henry Autograph	35.00
Lori Alan Autograph	25.00
Wally Wingert Autograph	25.00
Tone Rodriguez Sketch Card	50.00
John Czop Sketch Card	50.00
Andrew Meisner Sketch Card	60.00
Chris Moreno Sketch Card	25.00
Mark Dos Santos Sketch Card	80.00
Jeff Zugale Sketch Card	75.00
Joel Gomez Sketch Card	75.00
Nar Sketch Card	40.00
Billy Martinez Sketch Card	40.00
Becky Grutzik Sketch Card	30.00
Matt Wendt Sketch Card	50.00
Rich Koslowski Sketch Card	50.00
Roland Paris Sketch Card	50.00

Lord of the Rings Trilogy Chrome Edition
Topps 2004

Set (100)	18.00
Mir Otto Edoras Stables skirt	50.00
Mortensen House of Healing shirt	45.00
Elijah Wood Elven tunic	45.00
L. Makoare Witch-King robe	35.00
H. Weaving Rivendale cloak	30.00
Liv Tyler Autograph	75.00
V Mortensen "Aragorn" Auto	75.00
V Mortensen "King Elessar" Auto	75.00
David Wenham Autograph	75.00
Billy Boyd Autograph	40.00
Ian Holm Autograph	40.00
Karl Urban Autograph	35.00
Bernard Hill Autograph	35.00
Sala Baker Autograph	35.00
John Noble Autograph	30.00
Noel Appleby Autograph	25.00
Bruce Hopkins Autograph	25.00
Bret McKenzie Autograph	25.00
Stephen Ure Autograph	25.00

Harry Potter and the Sorcerer's Stone
Artbox 2005

Set (90)	16.00
Rare Foil Set (9)	30.00
Box Topper Set (4)	20.00
Cinema Film Cell Card	40.00
Case Topper Card	65.00
Wand Box Prop Card	25.00
The Daily Prophet Prop Card	30.00
Fluffy's Fur Prop Card	30.00
Restricted Section Library Book Prop Card	55.00
Practice Broom Prop Card	60.00
Chocolate Frog Prop Card	250.00
Daniel Radcliffe Quiditch Sweater Costume Card	75.00
David Bradley Jacket Cost.	65.00
Daniel Radcliffe Pajamas Cost.	65.00
Tom Felton Scarf Costume	35.00
Gryffindor Students Uniform Costume	35.00
Matt Lewis Pajamas Costume	30.00
Hogwarts Female Students Uniform Costume	30.00
Robbie Coltrane Shirt Cost.	25.00
Hogwarts Male Students Uniform Costume	20.00
John Hurt autograph card	250.00
John Cleese autograph card	195.00
Ian Hart autograph card	75.00
Adrian Rawlins autograph	50.00
Ray Fearon autograph card	30.00
Warwick Davis autograph	30.00
Devon Murray autograph card	25.00
Luke Youngblood autograph	25.00
Alfred Enoch autograph card	25.00

24 Season 3
Comic Images 2005

Set (72)	14.00
Autographed Cards (each)	20.00
Jack Bauer gray jacket	55.00
Kim Bauer white shirt	45.00
Sherry Palmer red coat	20.00
Chase Edmonds brown jacket	12.00
Tony Almeida shirt	15.00

Twilight Zone Science and Superstition (Series 4)
Rittenhouse 2005

Set (72)	15.00
Quotable Set (18)	20.00
Twilight Zone Stars (9)	30.00
Twilight Zone Hall of Fame Card	35.00
Case Topper SketchaFex Card	50.00
Multi Case Incentive Card	75.00
Ron Howard Autograph	200.00
Mickey Rooney Autograph	75.00
Jason Wingreen Autograph	50.00
Jason Wingreen Autograph	50.00
Russell Johnson Autograph	50.00
Orson Bean Autograph	50.00
Arte Johnson Autograph	50.00
James Doohan Autograph	125.00
Anne Francis Autograph	50.00
Other Autographs	15.00

Sopranos, The
Inkworks 2005

Set (72)	15.00
Family Matters Set (9)	45.00
Bella Donnas Set (6)	40.00
Boxtopper Set (3)	20.00
David Chase Case Topper	45.00
Kathrine Narducci Signed	30.00
Jerry Adler Signed Card	35.00
Aida Turturro Signed Card	50.00
Jamie-Lynn DiScala Signed	65.00
Other Autograph Cards	30.00

BATTLESTAR GALACTICA™

COLONIAL WARRIORS TRADING CARDS

Comics on the front lines

Fighting for the First Amendment

by CHUCK ROZANSKI

I had breakfast last week with four old friends. While we all have loosely known each other for many years, we gathered together for the first time in one place, because one of our company, Dennis Wakabyashi, has been diagnosed with advanced lung disease. Barring a lung transplant, Dennis has perhaps only a few months left to live. With that dire projection in mind, John Caruso (who owns Hollywood Posters in Denver) called us all to come together for a special breakfast to celebrate Dennis' life. We met at the Brown Palace, which, even after 100 years, is still considered by many to be Denver's nicest hotel. We spent two hours in the main dining room reminiscing about old times and exchanging war stories from a combined 175 years in the book and magazine business.

The four gentlemen with whom I dined also played key roles in the founding of the adult-bookstore industry in Colorado during the late 1960s and early 1970s.

So how did I come to know these four men? My connections with Jerry Robinette are a bit tenuous, as we have seldom done any business together and hardly know each other on a personal basis. He did, however, fill a critical role in the origins of Mile High Comics. As the manager of Book Barter Bob's, Denver's leading used-book exchange in 1970, Jerry sold mystery-themed 1930s pulp magazines for 25¢ each to pioneering Denver comics retailer Jim Payne. Jim, in turn, wholesaled those pulps to me at our monthly meetings of the Colorado Springs Comics Club for $1 each. I then retailed those pulps (at about $3 each) through my first ads in the old *Rocket's Blast/Comicollector* (*RBCC*) fanzine, thus establishing my first successful mail-order business while still a freshman in high school.

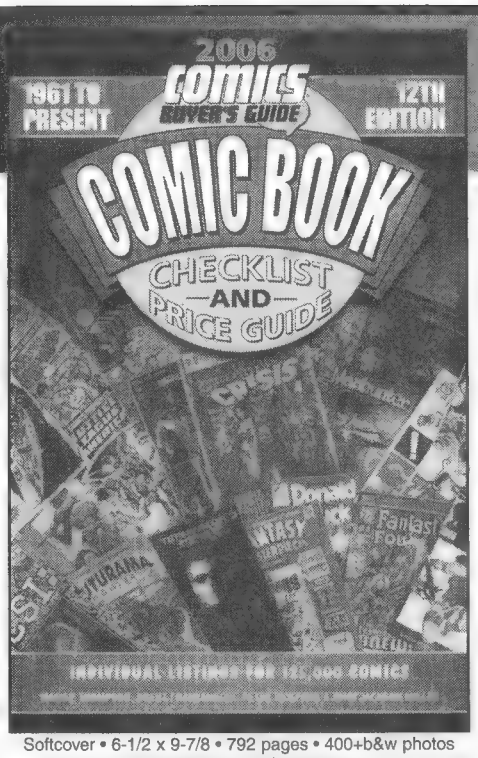
John Caruso (in partnership with fellow diner Art Greer) was the leading comics retailer in Colorado, until I bought him out in 1980. His huge book and comics store across from the state capitol is still remembered today with great fondness.

Dennis Wakabyashi started as an active participant in the Denver hippie street scene during the Mammoth Gardens-Family Dog rock-'n'-roll heyday of the late 1960s. During that time, he founded a chain of head shops (that also sold comics) that he dubbed Middle Earth. The Middle Earth publishing empire (which he co-founded in 1973 with the late Steve Allen) eventually produced wonderful portfolios by the likes of Frank Frazetta, Barry Smith, and Jeff Jones. Dennis and Steve allowed me to retail the entire Middle Earth portfolio line for them at the 1974 San Diego Comic-Con. Without the $800 in additional revenue that I generated from portfolio sales at that convention, I would never have had the working capital to open my first Mile High Comics retail store. Dennis also sold me my first Denver Mile High Comics retail store location, when he decided to liquidate the Middle Earth chain in late 1976.

To this point, my story isn't too noteworthy, since you can find groups of older men having coffee and chatting about the good old days in just about any diner in America. There was one major difference in this group, however, since the four gentlemen with whom I dined also played key roles in the founding of the adult-bookstore industry in Colorado during the late 1960s and early 1970s.

John Caruso, who later owned Colorado Comics, started out in 1971 working with Jerry Robinette at Book Barter Bob's, the first store in Denver to have the audacity to open a small adult-book-and-magazine room. His eventual partner in Colorado Comics, Art Greer, also started selling adult material at about that same time through his loosely held chain of Jerry's News newsstands. Art also helped found Sundial Books, the company that still controls distribution of most adult books and magazines sold in Colorado. While Dennis Wakabyashi owned Middle Earth, he financed that company through his parallel ownership of a tremendously profitable chain of adult bookstores.

The thought that struck me during our breakfast was that several of my companions had suffered enormously in seeking to uphold the rights of free expression guaranteed by the



Maintain Your Collection with Help from *Comics Buyer's Guide!*

2006 Comic Book Checklist and Price Guide

12th Edition

by John Jackson Miller, Maggie Thompson, Peter Bickford, Brent Frankenhoff

Updating your comic book collection has never been so easy! This upgraded guide delivers detailed content for more than 125,000 comic books along with updated pricing in up to three condition grades. The easy-to-use checklist format allows you to maintain a complete record of your collection, with listings for comic books from 1961 to today, plus key Silver Age information. Actual auction prices for Comics Guaranty LLC graded issues are also included in this must-have guide.

- Portable size provides easy access to information while at shows or shops
- Listing data including cover dates and creator information aid collectors in expanding their comic knowledge base

Softcover • 6-1/2 x 9-7/8 • 792 pages • 400+b&w photos
Item# DO12 • $19.99

To order call **800-258-0929 Offer C92C**

kp books, Offer C92C
P.O. Box 5009, Iola WI 54945-5009 • **www.krausebooks.com**

Please add $4.00 for the first book and $2.25 each additional for shipping & handling to U.S. addresses. Non-U.S. addresses please add $20.95 for the first book and $5.95 each additional. Residents of CA, IA, IL, KS, NJ, PA, SD, TN, VA, WI please add appropriate sales tax.

kp books is an imprint of F+W Publications, Inc.

www.megaconvention.com

A COMIC BOOK, SCI-FI, FANTASY, ANIME, GAMING & MULTI-MEDIA EVENT!

MegaCon® 2006

KEEP YOUR EYE ON CBG FOR LOTS OF FIRST-TIME GUESTS TO BE ANNOUNCED!

Special Guest Artists

Mark Brooks - *New X-Men, Arana*
Tommy Castillo - *Batman, Toe Tags, Evil Ernie*
Brandon Peterson - *Ultimate X-Men, Ultimate Extinction*
George Pérez - *JLA Avengers, Wonderwoman*
Mike Perkins - *Spellbinder, Kiss Kiss Bang Bang*
Brian Pulido - *Lady Death* **Billy Tucci** - *Shi*
Ethan Van Sciver - *Green Lantern, X-Men*
Steve Epting - *Captain America, El Cazador*
Jonathan Luna & Joshua Luna - *Ultra*
...and more to be announced

Special Media Guests

John Schneider - Smallville, Dukes of Hazzard
Mira Furlan - *Lost, BABYLON 5*
Alexis Cruz & Steve Bacic - *Stargate SGI*
Cirroc Lofton - *Star Trek: Deep Space Nine*
Tanya Roberts - *The Beastmaster, That 70's Show*
Marina Sirtis - *Star Trek: The New Generation*
Tracy Scoggins - *BABYLON 5, Lois & Clark*
Tony Amendola - *Stargate SGI, Star Trek: Voyager*
Scott McNeill (Voice Actor) - *Duo Maxwell in Gundam Wing*
Clare Kramer - *Buffy the Vampire Slayer*
...and more to be announced

- **Over 110,000 square feet**
- **Toys & Action Figures**
- **Industry's Leading Publishers**
- **Hundreds of Gaming Tracks**
- **Innovative Programming**
- **Continuous-Showing Anime Rooms**
- **Golden, Silver Age & New Comics**
- **Anime Costume Contest**
- **Non-Sports & Gaming Cards**
- **Movie & Screening Rooms**

ORANGE COUNTY CONVENTION CENTER - ORLANDO, FLORIDA - February 24th - 26th, 2006

FOR EXHIBITOR OR TICKET INFORMATION EMAIL: **info@megaconvention.com** OR CALL: **727-796-5725**

Congress shall make no law respecting an establishment of religion, or prohibiting the free exercise thereof; or abridging the freedom of speech, or of the press; or the right of the people peaceably to assemble, and to petition the Government for a redress of grievances.
— The First Amendment to the U.S. Constitution

The thought that struck me during our breakfast was that several of my companions had suffered enormously in seeking to uphold the rights of free expression guaranteed by the First Amendment.

First Amendment. Three of them had been arrested, charged, and found guilty (a couple of them several times) of either selling or distributing indecent material. All of their convictions were eventually overturned on appeal, however, thanks to the incredibly diligent (albeit expensive) efforts of Arthur Schwartz, Denver's foremost attorney dealing with First Amendment issues. Despite being ultimately vindicated, however, my breakfast companions all still went through the anxiety and humiliation of being dragged through the courts by overzealous district attorneys seeking to limit what books, magazines, films, and novelty items consenting adults could purchase. Taking this harassment even further, the FBI took a keen interest in the adult magazine trade during the late 1960s and early 1970s. It reportedly went so far as to stake out several of my friends and keep records of all who visited them. That's apparently the origin of the rumor about how my own name came to be in an FBI file. My friends all enjoyed a moment of restrained amusement when I pointed out that our breakfast table was probably the only one in the entire city of Denver that day where every single diner had been investigated at least once for allegedly criminal behavior involving the First Amendment.

So why am I waxing poetic about having breakfast with a bunch of guys whom many would characterize as old smut peddlers? Because the rights of free expression that we all take for granted today didn't materialize out of thin air. The repression that existed about what you could legally read and view in this country during the 1950s and 1960s only went away because of the efforts of guys like Hugh Hefner, Lenny Bruce, and my four breakfast companions. That said, I don't believe that a single one of them started out as an advocate for the First Amendment as a personal priority. Each had his own agenda, which typically revolved primarily around making a buck and feeding his family. But the fact remains that, when they were charged with a crime for selling unpopular books and magazines, they fought back through the judicial system and eventually won. Those victories set precedents that greatly expanded the boundaries of what can now be legally published in America. For undertaking that tremendous effort and risk, we all owe those guys a debt of gratitude.

Before you dismiss as mere sentimentality on my part my contention that my friends helped all of us, consider the fact that American standards of free expression are frequently still criminal acts in many (most?) parts of the world. A highly placed executive at Diamond Comic Distributors derived great amusement about 15 years ago in sending me a news clipping from the front page of the *Malay Straits Times*, a leading newspaper in Kuala Lumpur, Malaysia. In the article, I was described as "The Noted American Pornographer, Chuck Rozanski." It seems that, through our N.I.C.E. new comics subscription service, one of our Malaysian customers had ordered some adult comics. Since selling those comics to consenting adults in America is (at least for now) completely legal, we filled his order. The Malaysian customs authorities had discovered those comics, and suddenly I was subject to arrest and severe criminal sanctions if I ever set foot in Malaysia. If I remember correctly, I think the article also said that I am also wanted in Singapore under the same charges. Think about what this really means: Those people want to put me in *jail* because one of their citizens wanted to read a couple of mediocre black-and-white adult comics? It would all be one heck of a joke, if they weren't completely serious.

For those of you who don't follow these things, let me assure you that similar persecutions continue to happen in America to this day. Visit the Comic Book Legal Defense Fund website (*www.CBLDF.org*) to see the latest news on who is being prosecuted right now in our small world of comics publishing and retailing. Just as the Civil Rights battles are far from won, the battles to protect individual rights of free expression are under continual siege by those who desperately want to dictate to us what we can view, read, publish, and say. Fighting back those forces of repression is a struggle that requires the same courage and willingness to sacrifice that my breakfast companions manifested in their day.

CHUCK ROZANSKI, owner of Mile High Comics, the world's largest online retail store, has been with *CBG* since the beginning, his first ad appearing in #8 in 1971. Be sure to write him at *chuck@milehighcomics.com*, and check out his website at *www.milehighcomics.com*!

PENNSYLVANIA'S LARGEST TOY SHOW!

DO YOU COLLECT?
NEW & VINTAGE TOYS
DIECAST • COMIC BOOKS •
MEGO • ANIME • SLOT CARS
ACTION FIGURES
MILITARY TOYS • DOLLS
MANGA • BARBIE • G.I. JOE
HOT WHEELS • NASCAR
MODEL KITS • STAR WARS
GODZILLA • STAR TREK
ANTIQUE TOYS • MOVIE & TV
GAMING • SCI-FI/HORROR
JOHNNY LIGHTNING
TRANSFORMERS • DISNEY
CORGI • MATCHBOX
PLANET OF THE APES

PRIZE DRAWING!! FREE PARKING!

TOY, COMIC
CHILDHOOD COLLECTIBLES
SHOW

PITTSBURGH, PA
Pittsburgh EXPO MART at MONROEVILLE MALL
Business Rt. 22 - Monroeville, Exit 57 PA Turnpike

DECEMBER 3-4, 2005
SATURDAY & SUNDAY 10 to 4!
ADMISSION: Adults $5 Kids Under 12 $3

CELEBRITY GUESTS TO BE ANNOUNCED!

COME SEE THE 501ST LEGION
THE WORLD'S DEFINITIVE IMPERIAL COSTUMING ORGANIZATION

EARLY BUYER EVENT:
SATURDAY 8-10am - $10
Early Buyer Event Includes All Day Admission

450 DEALER TABLES @$55 CALL FOR DETAILS

FREE JOHNNY LIGHTNING DIECAST CAR TO THE FIRST 1,000 CUSTOMERS DURING THE EARLY BUYER EVENT!
WHITE LIGHTNING CARS RANDOMLY INSERTED!

CELEBRATING 16 YEARS

VISIT OUR WEBSITE and JOIN OUR MAILING LIST
WWW.PITTSBURGHTOYSHOW.COM (814) 467-1500
Please note All guests will be charging a fee for autographs that is not covered in the price of admission Not responsible for guest cancelations

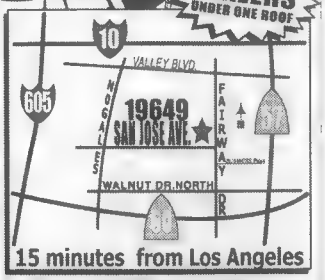
#1 ORIGINAL COLLECTIBLE SHOW IN THE USA

EVERY WEDNESDAY 3pm to 9pm & EVERY SATURDAY 9am to 5pm

FRANK & SON COLLECTIBLE SHOW

FREE ADMISSION
FREE PARKING
OVER 200 DEALERS UNDER ONE ROOF

FRANK AND SON COLLECTIBLE SHOW IS THE BIGGEST AND THE BEST IN THE U.S.A. AND IS YOUR LAST STOP FOR ALL YOUR COLLECTIBLE NEEDS. WE HAVE COMIC BOOKS OLD & NEW. IF YOUR INTO CARD GAMES WE HAVE THEM ALL, YU-GI-OH, POKEMON, DIGIMON, MAGIC, WITH MAGIC TOURNAMENT PLAY DURING BUSINESS HOURS. THE LARGEST SELECTION OF HOTWHEELS, MATCHBOX, MODEL KITS, AND DIE-CAST COLLECTIBLES YOU WILL EVER SEE. IF YOUR LOOKING FOR SPORTS MEMORABILIA WE HAVE AUTOGRAPHED BALLS, BATS, JERSEYS, PUCKS, BASEBALL CARDS, BOBBLE HEADS, AND ANYTHING ELSE SPORTS RELATED YOU CAN THINK OF. WE ALSO HAVE ANY ACTION FIGURES YOUR LOOKING FOR LIKE McFARLANE, WRESTLING, SIMPSONS, STAR WARS, RARE IMPORTS AND ALL THEIR ACCESSORIES. WE ALSO HAVE McDONALDS COLLECTIBLES, MOVIE POSTERS, BEANIE BABIES, COLLECTIBLE SUPPLIES, AND MUCH, MUCH, MORE!!!



19649 E.San Jose Ave City Of Industry CA 91748 (909) 444-7955

THE NATIONAL
COMIC BOOK, ART, & SCI-FI EXPO

NOV 18-19-20

FRI 12PM -8PM • SAT 10AM -7PM • SUN 10AM -7PM

SPECIAL GUEST ARTISTS:

NEAL ADAMS (TENT)
HARVEY PEKAR
DICK GIORDANO
ADAM HUGHES
PAUL CHADWICK
SAM KIETH
DAVE SIM
JIM STARLIN
SPAIN RODRGUEZ
MIKE KALUTA
CHARLES VESS
JOE LINSNER
ARTHUR SUYDAM
BILLY TUCCI
LEE WEEKS
MIKE TEXIERA
LEE WEEKS
TIM VIGIL
BUZZ
AND MANY MORE!

SPECIAL MEDIA GUESTS:

PETER TORK-THE MONKEES
RICHARD HATCH-BATTLESTAR GALACTICA
VERONICA TAYLOR-ANIME VOICE ACTOR
SPECIAL HARRY POTTER / STAR WARS GUESTS TBA

CGC Comics On Site Grading! At : The Penn Plaza Pavilion Acr. Fr. MSG & Penn Station 401 7th Ave At 33rd St.

For More info BIGAPPLECON.COM Or Call 201.865.3288

by RAY SIDMAN

Annual Ohio con returns to roots

Funky Winkerbean creator Tom Batiuk (left) will attend this year's show. Roger Price (right) founded the show in 1980.

Deep in the heart of Ohio — Columbus, that is — comics fans can look forward to the 26th annual Mid-Ohio-Con, set for Nov. 26-27 at the Hilton Columbus at Easton Town Center.

This year marks the event's 25th anniversary and, according to show Executive Producer Roger Price, a return to the show's roots.

"We're putting a little heavier emphasis on the comic-book side of collector interests," said Price. "It's always been our primary focus, but we're going back to our roots a little bit this year."

He explained that, beyond the usual number of celebrity guests, he and his "super group of of volunteers" are in the process of bringing in "comic-book guests and comics-related guests that either haven't been with us for a few years or haven't been with us in the past, in order to spice things up a bit for the fans."

These guests include Adam Hughes, David Mack, Tom DeFalco, Bill Morrison, Tom Batiuk, and *CBG* columnists Peter David and Tony Isabella. Media guests include *Superman*'s Margot Kidder and *The X-Files*' Dean Haglund, plus animation personalities Bob Bergen, aka the voice of Porky Pig and other characters, and MC Chris, a writer, animator, and voice behind Cartoon Network's *Adult Swim* lineup.

However, Price stressed that there still will be plenty of other attractions for the non-comics crowd, such as science-fiction and movie collectors and fans. The hotel is located next to a large shopping center with many restaurant choices.

Price stated that the changes to this year's show include an expansion of the small-press and independent publishers area. "We're adding some new faces, new talents, new publishers for the fans to get to know." As an added incentive for fans to visit the indie area, the publishers are integrated with the celebrity guests, which is a separate area from the retailers. Price and his volunteers have added more tables to the publishers section this year, especially in the signing area and Artists Alley.

Artist Adam Hughes designed one of two covers for last year's program book. Hughes will attend this year's Mid-Ohio-Con.

WHAT, WHERE, and WHEN

What: 2005 Mid-Ohio-Con

Where: Hilton Columbus, 3900 Chagrin Drive, Columbus, OH 43219

When: Nov. 26-27

Hours: Saturday 10 a.m. to 6 p.m.
Sunday 10 a.m. to 5 p.m.

Admission: $15 per day; Ages 8 and under free with paid adult

For more information: *www.midohiocon.com*; e-mail *answerman@midohiocon.com*; (419) 526-1427; fax (419) 730-0602; P.O. Box 3831, Mansfield, OH 44907

The 17th Annual Florida eXtravaganza

FX THE COOLEST SHOW ON EARTH!™

TOY & Collectible Show
COMIC-CON
SCI-FI & FANTASY FAIR
DOLL & BEAR EXPO
FESTIVAL 'O' HORROR
anime & gaming events

JANUARY 28th - 29th 2006
EarlyBird Preview Friday 27th

New Location
Central FLorida Fair Grounds
EXPOSITION Park
ORLANDO
(An INDOOR Facility)

CELEBRITY GUESTS!
THIS IS ONLY THE BEGINNING!

HAPPY DAYS REUNION

ANSON WILLIAMS - POTSIE
DON MOST - RALPH MALPH
ERIN MORAN - JOANIE
MORE TO BE ANNOUNCED!

FROM... HARRY POTTER
CHRIS RANKIN
PERCY WEASLEY

JAMIE YEATES
MARCUS FLINT

FROM STAR WARS

NALINI KRISHAN - BARRISS OFFEE
JEROME BLAKE - MULTIPLE CHARACTERS

STARGATE'S CORIN NEMIC

KATHY GARVER
"FAMILY AFFAIR"

SHARON CECCATTI HILL
& CLATON HILL
"DAWN OF THE DEAD"

GUESTS SUBJECT TO CHANGE OR CANCELLATION DUE TO PROFESSIONAL COMMITMENTS - FEES CHARGED FOR SIGNING.

PLUS: OUR EXPANDING "CREATORS" ALLEY!

FX GAMING!
HEROCLIX
MUCH MORE TBA!
REGIONALS, SCHOLARSHIPS, DRAFTS,
PRO CIRCUIT QUALIFIERS, SPECIAL PRIZES & MUCH MORE!

DONT MISS THE FX CONCERT PARTY!

YOU DESERVE A BREAK FROM THE COLD...
PLAN YOUR TRIP TO FX TODAY!

KB toys
Notable & Notorious
AFA ACTION FIGURE AUTHORITY
DEAD DOG

(407) 788-SHOW

MORE DEALERS 348 BOOTHS = 1,000+ TABLES!

FOR ADVANCE TIX CHECK OUR WEBSITE...

WWW.FXSHOW.com

Now being Promoted by: MICHAEL HERZ of Majic Productions, LLC.

Convention Calendar

The most complete listing of comics events anywhere!

To have your event included, fax your listing to Mary McCarville at ***CBG* Con Calendar,** (715) 445-4087. The e-mail is *showscalendar@krause.com*.

ARKANSAS

Dec 3 AR, Little Rock. Comic Book Show, Clarion Hotel. 6th & Broadway, SH: 10am-5pm, F: $40. for 1, $70. for 2, $100. for 3, A: $3. Darren, PH: 501-804-8408 or Eddie, PH: 501-690-3057.

CALIFORNIA

Nov 16 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa; 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Nov 17-20 CA, Anaheim. Gen Con, Convention Ctr.PH: 206-957-3976.

Nov 19 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Nov 23 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Nov 26 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Nov 30 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 3 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 4 CA, Los Angeles. Comic Book & Science Fiction Convention, Shrine Auditorium Convention Ctr. 700 W. 32nd St., SH: 10am-5pm, A: $8. Bruce Schwartz, 224 E. Orange Grove Ave., Burbank, CA 91502. PH: 818-954-8432.

Dec 7 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 10 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 11 CA, Sacramento. Comic Book, Toy & Anime Show, Scottish Rite Ctr. 6151 H St., SH: 10am-4pm, F: $50.-$80., A: $5. Dan Houck, 6278 Gloria Dr., Sacramento, Ca 95831. PH: 916-607-1849.

Dec 14 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 17 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 21 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 24 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 28 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Dec 31 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Listing on the convention page is free! Have you sent yours in?

Jan 4 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jan 7 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jan 11 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jan 14 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jan 18 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jan 21 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jan 25 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jan 28 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Feb 1 CA, City of Industry. Wed. Comic Book & Collectible Show, 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Feb 4 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Feb 8 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Feb 10-12 CA, San Francisco. Wondercon, Moscone Ctr. North 747 Howard St. Comic-Con Int'l., PO Box 128458, San Diego, CA 92112. PH: 619-491-2475.

Feb 11 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Feb 15 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Feb 18 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Feb 22 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Feb 25 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 1 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 4 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 8 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 11 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 15 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 17-19 CA, Los Angeles. Wizard World Los Angeles, Convention Ctr. John Rafacz, PH: 310-274-7800.

Mar 18 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 22 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 25 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Mar 29 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 1 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 5 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 8 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 8-9 CA, San Francisco. Alternative Press Expo (APE), Concourse. Exhibition Square, 620 7th St. Comic-Con Int'l., PO Box 128458, San Diego, CA 92112. PH: 619-491-2475.

Apr 12 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 15 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 19 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 22 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 26 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Apr 29 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 3 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 6 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 10 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 13 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 17 CA, City of Industry. Wed. Comic

Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 20 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 24 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 27 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

May 31 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

COLORADO

Nov 27 CO, Denver. Collectors Supershow, Four Points Sheraton. I-25 & Hampden Ave. (exit 201), SH: 10am-3pm, F: $19.-$25., A: $3., under 13 free. Dana Cain, PH: 303-347-8252.

DELAWARE

Nov 28 DE, Odessa. Sports Card, Non-Sports, Comic Book, Toy & Collectibles Show, Fire Hall. 304 Main St., SH: 10am-4pm, T: 40-8', F: $30. for 1, $50. for 2, A: free. Joe Fabianski, PO Box 408, New Castle, DE 19720. PH: 302-494-9902.

FLORIDA

Nov 19 FL, Daytona Beach. Comic Book Conv., Ramada Inn Speedway. 1798 W. Int'l. Speedway Blvd., SH: 10am-4pm, A: $2. Alan, PH: 309-657-1599.

Nov 20 FL, Tampa. Comic Book & Toy Convention, Doubletree Hotel. 4500 W. Cypress St., SH: 10am-4pm, T: 90, F: $75., A: $5., 12 & under free. Tim Gordon, 6807 George M. Lynch Dr. N., Saint Petersburg, FL 33702. PH: 727-522-9032.

Jan 28-29 FL, Orlando. Florida Extravaganza, Central FL Fairgrounds. 4603 W. Colonial Dr., T: 1,000. FX Show 2005, PO Box 300546, Fern Park, FL 32730. PH: 407-788-7469.

Feb 24-26 FL, Orlando. MegaCon, Orange Cty. Conv. Ctr. MegaCon, PO Box 1097, Safety Harbor, FL 34695. PH: 727-796-5725.

GEORGIA

Nov 20 GA, Atlanta. Comic Convention, Atlanta Marriott Century Ctr. 2000 Century Blvd. NE, SH: 11am-5pm, A: $4. Atlanta Comic Conv., PO Box 1251, Hogansville, GA 30230. PH: 706-837-4976.

Mar 18-19 GA, Atlanta. MomoCon 2006, Georgia Tech Student Ctr. 350 Ferst Dr.

ILLINOIS

Dec 11 IL, Bridgeview. Toy Con Show, Oremus Community Ctr. 7900 S. Oketo Ave., SH: 8:30am-2pm, T: 60, A: $3., under 11 free. Terry Mannix, PH: 708-363-3612.

Dec 11 IL, Springfield. Comic Book Convention, Signature Inn. 3090 Stevenson Dr., SH: 10am-4pm, A: free. Alan, PH: 309-657-1599.

Dec 18 IL, Bridgeview. Sports Cards, NASCAR, Toys, Comic Books, Hot Wheels & More Show, Oremus Center. 1 blk. W. of Harlem Ave. at 79th St., SH: 9am-1pm, T: 65-8', F: $35. for 1, $60. for 2, A: $2. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

INDIANA

Dec 4 IN, Indianapolis. Comic Book Show, Holiday Inn East. 6990 E. 21st St., SH: 9:30am-3:30pm. Ash Comics, Andy Holzman, 1947 Bechtel Rd., Indianapolis, IN 46260. PH: 317-824-9602.

MARYLAND

May 26-29 MD, Baltimore. Balticon 40, Marriott's Hunt Valley Inn. Balticon 40, PO Bxo 686, Baltimore, MD 21203.

MASSACHUSETTS

Nov 19-20 MA, Framingham. Boston Super Megafest, Sheraton Framingham Hotel. 1657 Worcester Rd., Exit 12 off MASS Pike. John DiCicco & Heroes Unlimited, PH: 800-505-8697 or 201-261-4982.

Have you sent in your information to our free convention listings?

MICHIGAN

Nov 18-20 MI, Livonia. Sports Card, Comic Book, Coin & Collectible Show, Livonia Mall. 7 Mile & Middlebelt, SH: Fri.-Sat. 10am-9pm, Sun. 11am-5pm, T: 65, F: $75. for 1, $185. for 3, A: free. Bruce Mugerian Show Promos., PH: 248-788-1178.

Dec 9-11 MI, Livonia. Sports Card, Comic Book, Coin & Collectible Show, Livonia Mall. 7 Mile & Middlebelt, SH: Fri.-Sat. 10am-9pm, Sun. 11am-5pm, T: 65, F: $75. for 1, $185. for 3, A: free. Bruce Mugerian Show Promos., PH: 248-788-1178.

Dec 22-24 MI, Livonia. Sports Card, Comic Book, Coin & Collectible Show, Livonia Mall. 7 Mile & Middlebelt, SH: Thu.-Fri. 10am-9pm, Sat. 9am-5pm, T: 65, F: $75. for 1, $185. for 3, A: free. Bruce Mugerian Show Promos., PH: 248-788-1178.

May 19-21 MI, Novi. Motor City Comic Con, Rock Financial Showplace. 46100 Grand River, SH: Fri. 1pm-8pm, Sat. 10am-7pm, Sun. 10am-5pm, A: $12. per day, $20. for 2 day pass, 6 & under free with adult. Motor City Conventions, Michael Goldman or Gary Bishop, PH: 248-426-8059 or www.motorcityconventions.com

MISSOURI

Nov 20 MO, Saint Louis. Comic Book & Toy Show, American Legion Post III. 7300 Lansdowne, SH: 10:30am-3pm, T: 40, F: $30., A: $2. Anthony Gladish, 4253 Fatima Dr. #3, St. Louis, MO 63123. PH: 314-544-2812.

Dec 17 MO, Chesterfield. Comic Book Convention, Hampton Inn & Stes. 5 McBride & Son Ctr. Dr., SH: 10am-4pm, A: free. Alan, PH: 309-657-1599.

CONVENTION SHOWCASE

Convention showcase ads are available at $109.00 each. Typesetting is included in the cost.

Tune into
DRAGON-CON
September 1-4, 2006 * Atlanta, Georgia
www.dragoncon.org
...it's a real gone cat.

MID-OHIO-CON
WWW.MIDOHIOCON.COM
1980-2005
25 YEARS
NOVEMBER 26 & 27 - COLUMBUS, OH
HILTON AT EASTON TOWN CENTER
WWW.MIDOHIOCON.COM (419) 526-1427

Spring Edition of the
Motor City Comic Con
MAY 19 - 21, 2006
Rock Financial Showplace in Novi, Michigan
For info, call (248) 426-8059
www.motorcityconventions.com
VISIT THE WEB SITE FOR A SPECIAL ANNOUNCEMENT!

OCTOBER 29-30 • NASHUA, NH
THE COMIC BOOK SHOW
At the Holiday Inn Convention Center, Exit 4 off Route 3. 10AM to 5PM. DOUBLE THE DAYS AND SIZE WITH TRIPLE THE GUESTS! ONLY 2-Day Comic Show in New England.
HUGE GUEST LIST: J.G. Jones, Mike Bair and Buzz, also Adam Hughes, Bernie Wrightson, Rick Leonardi, Andy McDonald, Ivan Brandon, Peter Laird, Mike Dooney, Craig Rousseau, Todd Dezago, Chris Golden, Tom Sniegoski, Dan Fraga and at LEAST a dozen more so watch our web site.
10,000 square feet of comic amazement, small press show, exclusive comic, exclusive sketchbook, TONS of freebies & promos .....
We want this to be the best COMIC BOOK SHOW that you have ever attended. Tickets, directions, dealer, small press and MORE GUESTS info to come @ www.thecomicshow.com. For more information call: 978-388-7658 or e-mail: thecomicshow@adelphia.net. Another show coming April 6th, 2006.

ADVERTISERS' INDEX

A
Alessandria, Dominic 211
All Star Auctions 93
Arcade Comics Entertainment 93
B
Bags Unlimited...71, 243
Bedrock City Comic Co. 69
Big Apple Conventions Inc. 211
Bill Cole Enterprises, Inc. 3, 91
Brett's Comic Pile....77
Bunky Brothers Comics 89
C
CGC....7
Circ Promotions - KP 77, 121
Claypool Comics 77
Coleman, George....91
Collectibles Insurance Agency....41
Collection Drawer Co. 87
Comic Book Show....215
Comic Books & Collectibles 91
Comic Con Int. 2
Comic Heaven 93
Comic Vendor, The....91
Comic Buyer's Guide 89, 216
D
Diamond Comic Distributors....244
Diamond International Galleries....33
Discount Comics....89
Dragon Con....215
Draw Comics.com....218
E
E. Gerber Products....9
Eschenberg, Conrad 219
F
Fenickx Productions...27
Flynn's Comics....87
Frank & Son Comic/Card Show....211
G
Gen Con LLC....11
Graphitti Designs....8
H
Heritage Companies, The 5, 91, 220
J
J&S Comics 93
K
KP Adv. Promotion...217
KP Book....91, 209, 221
KP Internet Adv Promo 221
M
M&M Comic Service..89
Majic Productions, LLC 213
Megacon 209
Mid-Ohio Con....215
Motor City Comic Con 215
N
NBM Publishing Company....87
Neat Stuff Collectibles 51
O
Open Book Press....69
P
Pedigree Comics 125
Petitpas, Thomas 91, 93
Phelps Publishing Company....218
R
Redbeard's Book Den 89
Reed Exhibitions 31
Rittenhouse Archives 207
Russo, Stephen....221
S
Stone, Frank....89
T
Tanner, Ken 89
U
Upper Deck Trading Cards 23
V
Vanguard Productions 93
Vintage Collectibles 35, 55
W
Wizkids LLC 119
Y
Yee, Harley 91
3 Boys Productions....69
Web Directory 131
Retailer Directory 114

The advertisers' index is provided as a reader service. Occasional last-minute changes may result in ads appearing on pages other than those listed here. The publisher assumes no liability for omissions or errors.

ADVERTISING INFORMATION/ MECHANICAL INFORMATION

B&W: 100-line screen (200 dpi) recommended.
4-Color: 133-line screen (266 dpi) recommended. Covers: 150-line screen (300 dpi) recommended.
Trim size 7-3/4"x10-1/2". Live area 7"x9-1/2". Maximum density 280.
BLEEDS: No extra charge for full-page ad or spread. (Add 1/4" on each side.) 10% premium for partial page ads. No live matter is to be within 1/4" of the trim edges of the page dimensions unless it is acceptable to bleed that matter. Not responsible for "live" material in bleed area. Bleed Sizes: 2 Page Spread - 16-1/2" x 11" Full Page - 8-1/4" x 11"
ELECTRONIC ADS: Can be sent on disk, e-mail, or via ftp to ftp.krause.com. An electronic acceptance form must accompany each ad placed; along with hard copy proof by stated ad deadline. Call or write for a copy of the electronic acceptance form.
PAYMENT: Payment is required with ad copy, on or before each deadline. We accept checks, money orders, bank drafts and all major credit cards. DO NOT SEND CASH.
Advertisers are responsible for understanding and following our standard advertising policies! Please call or write to obtain a copy.

ADVERTISING DEADLINES

AD DEADLINE	NO.	COVER
Tues. Oct. 11, 2005	#1613	February 2006
Tues. Nov. 15, 2005	#1614	March 2006

MEDIA KITS Call, Write or E-mail us to receive a complete media kit.

COMICS BUYER'S GUIDE
700 East State Street
Iola, WI 54990-0001

DISPLAY ADVERTISING
715-445-2214
Fax (715) 445-4087
Shannon Piotrowski, Ext. 232, Shannon.Piotrowski@fwpubs.com
Teresa Mead, Ext. 792, Teresa.Mead@fwpubs.com
Norma Jean Fochs, Ext. 781, NormaJean.Fochs@fwpubs.com
CLASSIFIED WORD ADS
800-942-0673
(CREDIT CARD CALLS ONLY)

SUBSCRIBE HERE

Enter my **Comics Buyer's Guide** subscription as follows:
☐ New ☐ Renewal/Extension

U.S. Postal Rates (USPS) — **1 Year**
Class of Service
2nd class (U.S.) $38.95
1st class $78.95
U.S. Postal Rates (USPS)
Foreign Rates
Canada Surface $58.95
Canada Air Mail $86.95
All Other Foreign Surface $70.95
All Other Foreign Air Mail $157.95

Payable in U.S. funds. If you decide to cancel your subscription for any reason, you will receive a refund on all undelivered issues. This offer cannot be used in conjunction with any other existing offer for this publication.

Easy Renewal
To renew your subscription, simply circle the appropriate class of service and term above. Then print your name in the box at right or attach your current Comics Buyer's Guide mailing label.

Change of Address
If you're planning to move, please attach your Comics Buyer's Guide address label here. Then print your name and new address below it. Send your address change in early to ensure continuous subscription service. NOTE: Your credit card order will be billed under our parent firm, F&W PUBLICATIONS.

Other subscription services available; call toll free:
800-258-0929 Dept. ABA1BX
M-F 7 a.m. to 8 p.m.; Sat. 8 a.m. to 2 p.m. CST

Total Payment $ _____
☐ Check or Money Order (to Comics Buyer's Guide)
☐ MasterCard ☐ Novus/Discover ☐ Visa ☐ American Express

(Please Print)
Name _____
Address _____ City _____
State _____ Zip _____
Credit Card No. _____
Exp. Date: Month _____ Year _____
Phone No. _____

Credit Card Orders Call Toll Free
800-258-0929
Dept. ABA18X Mon.-Fri. 7 a.m. - 8 p.m.
Sat. 8 a.m. - 2 p.m. CST

Comics Buyer's Guide, Circulation Dept. ABBHUJ, 700 E. State St., Iola, WI 54990-0001
In Wisconsin, call 715-445-2214
1st class service available for U.S. addresses only. UPS delivery requires a street address.
Allow approximately two weeks for processing. Subscription rates subject to change without notice.
Visit Our Web site at: www.comicsbuyersguide.com • www.collect.com
E-mail us at: cbg@fwpubs.com

Free! Free! Free!
No cost for convention listings, so send yours in now.

NEW HAMPSHIRE

Dec 4 NH, Manchester. Granite State Comicon, Center of NH Radisson Hotel. 700 Elm St., SH: 10am-4pm, A: $4. Granite State Comicon, c/o Double Midnight Comics, 245 Maple St., Unit 11, Manchester, NH 03103. PH: 603-669-9636.

Mar 26 NH, Concord. Granitecon, Granite State Comicon. Double Midnight Comics, 245 Maple St., Unit 11, Manchester, NH 03103. PH: 603-669-9636.

NEW JERSEY

Dec 4 NJ, Wayne. Comic Book, toy & Collectible Show, Co. #1 Firehouse. 1 Parish Dr. off Rt. 23 N., Lincoln Park Exit, SH: 8am-3pm, T: 75, A: $2, under 12 free. Phil De Mario, PO Box 4094, Wayne, NJ 07474. PH: 973-726-9897.

NEW YORK

Nov 18-20 NY, New York City. Big Apple Con, Penn Plaza Pavilion. 401 33rd St. & 7th Ave. PH: 347-393-5022.

Dec 3 NY, New York City. Collectors Show, Holy Cross School. 332 W. 43rd St., SH: 10am-5pm, F: $40. for 1, $70. for 2, A: $5. Gary Lyons, PH: 718-972-3872.

Feb 24-26 NY, New York City. ComicCon, Jacob K. Javits Ctr. Reed Exhibitions, PH: 203-840-4800.

NORTH CAROLINA

Dec 11 NC, Raleigh. Comix Con, Crabtree Inn. 3920 Arrow Dr., SH: 10am-4pm, A: free. Lyn Anderson, PO Box 99201, Raleigh, NC 27624. PH: 919-844-1758.

OHIO

Nov 26-27 OH, Columbus. Mid-Ohio-Con, Hilton Hotel. Easton Town Ctr., SH: Sat. 10am-6pm, Sun. 10am-5pm, T: 150, A: $20. R.A.P. Promos., Roger Price, PO Box 3831, Mansfield, OH 44907. PH: 419-526-1427.

Apr 2 OH, Dayton. Gem City Comic Con, Student Union, Wright State University. A: $3., $2. children. PH: 937-252-3036.

PENNSYLVANIA

Nov 20 PA, Philadelphia. NerdCon, The Rotunda. 4014 Walnut St., SH: 12noon-6pm, A: free. PH: 215-573-3234.

Dec 3-4 PA, Pittsburgh. Comic & Toy Convention, Expomart-Monroeville Mall. Bus. Rt. 22. Monroeville, Exit 57 PA Tpke., SH: 10am-4pm, T: 450-6', A: $5., $3. under 12. Orangestone Promotions, Inc., PH: 814-467-1500.

Dec 3 PA, Allentown-Schnecksville. Lehigh Valley Comic Con, Schnecksville Fire Co. 4550 Old Packerhouse Rd., SH: 10am-4pm, T: 60-8', F: $60. for 1, $110. for 2, $150. for 3, A: $3., 12 & under free. L. Hawk, PH: 610-797-3357.

Dec 11 PA, Philadelphia. Comic-Con, Ramada Philadelphia Airport. 76 Industrial Hwy., Essington, PA, SH: 10am-4pm, A: $3. PH: 856-782-0817.

TEXAS

Nov 19 TX, San Antonio-Live Oak. Sports Card, Comic Book & Toy Show, Civic Center. Pat Booker Rd., I-35 & Hwy. 1604, SH: 9am-5pm, T: 100-8', F: $45., A: $3., under 13 free. Eckman's Books & Collectibles, Dale E. Eckman, 8050 Pioneer Oak, Converse, TX 78109. PH: 210-945-0003.

Jan 14 TX, San Antonio-Live Oak. Sports Card, Comic Book & Toy Show, Civic Center. Pat Booker Rd., I-35 & Hwy. 1604, SH: 9am-5pm, T: 135-8', A: $3., under 13 free. Eckman's Books & Collectibles, Dale E. Eckman, 8050 Pioneer Oak, Converse, TX 78109. PH: 210-945-0003.

Mar 17-19 TX, Dallas. All-Con, Sterling Hotel. 1055 Regal Row.

Apr 15 TX, San Antonio-Live Oak. Sports Card, Comic Book & Toy Show, Civic Center. Pat Booker Rd., I-35 & Hwy. 1604, SH: 9am-5pm, T: 135-8', A: $3., under 13 free. Eckman's Books & Collectibles, Dale E. Eckman, 8050 Pioneer Oak, Converse, TX 78109. PH: 210-945-0003.

VIRGINIA

Nov 20 VA, Richmond. VA ComicCon, Holiday Inn Crossroads. 2000 Staples Mill Rd., SH: 10am-4pm, A: $2. PH: 804-796-4903.

Nov 26 VA, Tysons Corner. Comic Book & Sports Card Show, Holiday Inn. SH: 10am-3:30pm, T: 40-6', F: $65., A: $3. Shoff Promos. Inc., Nick Shoff, 5904 Willow Knoll Dr., Derwood, MD 20855. PH: 301-990-4929.

Dec 4 VA, Tysons Corner. Capital Assoc. Comic Book, Toy & Card Show, Dunn Loring Vol. Fire Dept. 2148 Gallows Rd., SH: 10am-3pm, T: 70, A: $3. Capital Assoc., 906 S. Kenwood Ave., Baltimore, MD 21224.

Dec 17 VA, Tysons Corner. Comic Book & Sports Card Show, Holiday Inn. SH: 10am-3:30pm, T: 40-6', F: $65., A: $3. Shoff Promos. Inc., Nick Shoff, 5904 Willow Knoll Dr., Derwood, MD 20855. PH: 301-990-4929.

WASHINGTON

Apr 1-2 WA, Seattle. Emerald City ComiCon, Qwest Field. 800 Occidental Ave. S. Jim Demonakos, 333 184th St. SW Ste. U, Lynnwood, WA 98037. PH: 425-418-8886.

WISCONSIN

Dec 18 WI, West Allis. Action Figure, Comic Book, Sci-Fi & Collectibles Show, Burnham Bowl. 6016 W. Burnham Ave., SH: 11am-4pm, A: $2. Clay Dietl, PH: 414-328-3675.

Call 1-800-942-0673

A NETWORK OF CLASSIFIEDS!

Only 50¢ per word

www.comicsbuyersguide.com

Comics Buyer's Guide is proud to announce that every classified word ad placed will appear on the classified site at **www.comicsbuyersguide.com**. In addition to reaching your target audience through Comics Buyer's Guide, your ads will also reach thousands of collectors on the World Wide Web!

5 EASY OPTIONS TO REACH THE MOST ACTIVE COMIC COLLECTORS FOR ONLY 50¢ PER WORD!

Classifications to choose from:

ANNOUNCEMENTS
4000 Announcements
4010 Artists, For Hire
4011 Artists, Wanted
4015 Distributors
4020 Events/Cons
4025 Employment - Position Open
4026 Employment - Position Wanted
4030 Fan / Collector Clubs
4035 Freelancers, For Hire
4040 Writers, For Hire
4041 Writers, Wanted
4050 Small Press, For Sale
4051 Small Press, Wanted

PERSONALS
4005 Personals

COMICS
4100 Archie, For Sale
4101 Archie, Wanted
4110 Black & White, For Sale
4111 Black & White, Wanted
4120 Classic, For Sale
4121 Classic, Wanted
4122 Comic Collections, For Sale
4123 Comic Collections, Wanted
4124 Comics Related, Employment
4125 Comics Shows/Events
4126 Comic Supplies
4128 Dark Horse, For Sale / Wanted
4130 DC, For Sale
4131 DC, Wanted
4140 Dell / Gold Key / Whitman, For Sale
4141 Dell / Gold Key / Whitman, Wanted
4150 Disney, For Sale
4151 Disney, Wanted
4156 Distributors
4160 EC, For Sale
4161 EC, Wanted
4170 Fawcett, For Sale
4171 Fawcett, Wanted
4180 Foreign, For Sale
4181 Foreign, Wanted
4185 Graded Comics, For Sale
4186 Graded Comics, Wanted
4190 Harvey, For Sale
4191 Harvey, Wanted
4200 Humor / Funny Animals, For Sale
4201 Humor / Funny Animals, Wanted
4204 Image, For Sale / Wanted
4207 Malibu, For Sale / Wanted
4210 Marvel / Timely, For Sale
4211 Marvel / Timely, Wanted
4215 Platinum Age, For Sale
4216 Platinum Age, Wanted
4220 Science Fiction / Horror, For Sale
4221 Science Fiction / Horror, Wanted
4240 Underground, For Sale
4241 Underground, Wanted
4250 Independents, For Sale
4251 Independents, Wanted
4255 Valiant / Voyager, For Sale / Wanted
4260 Westerns, For Sale
4261 Westerns, Wanted
4300 Golden Age, For Sale
4301 Golden Age, Wanted
4310 Silver Age, For Sale
4311 Silver Age, Wanted
4320 General Comics, For Sale
4321 General Comics, Wanted

MISCELLANEOUS
4400 Original Art, For Sale
4401 Original Art, Wanted
4405 Sketch Books
4410 Big Little Books, For Sale
4411 Big Little Books, Wanted
4420 Books - General, For Sale
4421 Books - General, Wanted
4422 Collectible Card Games, For Sale
4423 Collectible Card Games, Wanted
4424 Computer Software / Supplies, For Sale
4425 Computer Software / Supplies, Wanted
4430 Paperbacks, For Sale
4431 Paperbacks, Wanted
4440 Pulps, For Sale
4441 Pulps, Wanted
4450 Magazines, For Sale
4451 Magazines, Wanted
4452 Science Fiction, For Sale
4453 Science Fiction, Wanted
4600 Reprints, For Sale
4601 Reprints, Wanted
4605 Phone Cards, For Sale
4606 Phone Cards, Wanted
4610 Portfolios / Posters, For Sale
4511 Portfolios / Posters, Wanted
4630 Trading Cards, For Sale
4631 Trading Cards, Wanted
4650 Oldtime Radio, For Sale
4651 Oldtime Radio, Wanted
4660 Miscellaneous, For Sale
4661 Miscellaneous, Wanted
4700 Novelties / Toys / Games, For Sale
4701 Novelties / Toys / Games, Wanted
4710 Role - Playing Games
4720 Video Games, For Sale
4721 Video Games, Wanted
4800 Fanzines, For Sale
4801 Fanzines, Wanted
4900 Newspaper Strips, For Sale
4901 Newspaper Strips, Wanted
4902 Videos
4910 T-Shirts / Caps / Jackets

BY INTERNET: Visit our web site at **www.comicsbuyersguide.com** to place order with your credit card.

BY MAIL: Complete order form below. Send payment by check, money order or credit card, mail to: **COMICS BUYER'S GUIDE**, Classified Advertising Dept., 700 E. State St., Iola, WI 54990-0001.

BY FAX: Complete order form below, include your credit card number & expiration date. Fax to: 715-445-4087.

BY PHONE: **Call 1-800-942-0673**, 7am-8pm M-F. Saturday: 8am-2pm. Please have your credit card number and expiration date ready.

BY E-MAIL: cbg@krause.com

Classification # _____ ***50¢ per word, per issue***

(choose from classification list above, please print one word per space).

❑ **Check here for entire ad in larger bold type**

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42

FOR OUR RECORDS ONLY: ***We must have a street address and phone number below before we will run your ad.***

Name _____

Address _____

City _____ State____ Zip _____

Daytime Phone _____

❑ Payment Enclosed

❑ Charge my MasterCard, VISA, Novus/Discover or American Express

Credit Card # _____

Exp. Date _____

Signature _____

MAIL WITH PAYMENT TO: COMICS BUYER'S GUIDE
Classified Ad Dept., 700 E. State St., Iola, WI 54990-0001

AD DEADLINE: COMICS BUYER'S GUIDE

Make sure your ad copy is in Iola, WI by 12:00 p.m. on the deadline day. Your ad will be put in the next available issue unless otherwise specified.

FREQUENCY DISCOUNT CHART:

ISSUES	DISCOUNT
1-2	No Discount
3-6	10%
7-11	15%
12+	20%

PAYMENT WITH COPY ON ALL CLASSIFIED ADS!

Words _____ **x issues** _____ **total words**
(25 word minimum)

Total words _____ **x 50¢ (x 65¢ for Bold Type) = $** _____

Minus frequency discount $_____
(see chart above)

Amount Enclosed $_____

4000 ANNOUNCEMENTS

CBG SPECIAL Offer! Place the same paid classified ad 3 or more times and receive FREE bolding (.10 per word value) plus 10% off! Call 1-800-942-0673 to place your ad with a credit card or include a copy of this ad with your mail in or Fax.

CBG SPECIAL Offer! Place the same paid classified ad 3 or more times and receive FREE bolding (.10 per word value) plus 10% off! Call 1-800-942-0673 to place your ad with a credit card or include a copy of this ad with your mail in or Fax.

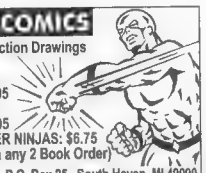
INSURANCE PROGRAM specifically designed for comic book collectors and dealers including store package coverages if needed. Be sure and insure. 419-739-4000 or 800-739-3314.

WHEN YOU'VE read through Comics Buyer's Guide cover to cover, head over to www.paperbackreader.com for more comic book reviews!"

CREATORS, WRITERS, pencilers, inkers wanted! Send portfolio to: Cybernetik Homicide Comix, PO Box 42721, Philadelphia, PA 19101 or execution@cybernetikhomicide.com, check out the website!

I HAVE lots for sale. Check out EC for sale reprints and books. Phil Fuller, 740 Green Lake Rd., Catskill, NY 12414-6215, Peace.

LEARN TO DRAW COMICS



6 Great Books with Over 1,200 Action Drawings
Teaching you HOW TO DRAW:
SUPER HEROES: Book 1- $5.95,
Book 2- $6.95, Both for $11.95
SUPER WOMEN – Book 1- $6.25,
Book 2- $6.75, Both for $11.95
SUPER MUTANTS: $6.50, SUPER NINJAS: $6.75
(FREE Illustration Notebook with any 2 Book Order)
Send Check or M.O. to: DAVID GIN, P.O. Box 25, South Haven, MI 49090
OR Visit WWW.DRAWCOMICS.COM to place your order online.

COLLECTOR'S COMIC BOOK KIT & ART INSTRUCTION BOOKS!

Marvel, DC, Image & others are included in this set of 20 out-of-print classics. You can order online at *www.phelpspublishing.com* or send $23.95 + $3.00 postage to: **PHELPS PUBLISHING**
BOX 22401-CB, CLEVELAND, OHIO 44122

4010 ARTISTS FOR HIRE

SUPERHERO, BABE, movie star, pulp art $150 a painting provide reference, no nudes. David L. Transue, 124 Kingston Rd., Greenwood, SC 29649 Pro Realist art.

4050 SMALL PRESS FOR SALE

JOHN CAPTURED by a vengeful witch! How does he escape? Find out in Thief vol. 2, no 1. $2. Rene Blansette, P.O. Box 812, Louisville, KY 40201-0812.

4100 ARCHIE, FOR SALE

ARCHIE GRAB bags for sale 25 comics for $30 plus $3 postage. Send orders to: Dan Giddings, PO Box 5881, Glendale, CA 91221-5881.

OLD ARCHIE comics for sale. All titles, most 35+ years old. Send SASE for list or email: Toth, 247 Lakeview Dr, Smithfield, ME 04978. vtoth@tds.net

33 ARCHIE Series comics from 1965 to 1973. $88 book value only $40. Postage $3. 908-353-5049. goldbob@optonline.net

4111 BLACK & WHITE, WANTED

ZOT #33 wanted. Last issue to complete my Zot collection. Will pay $20. Steve Poller, 6056 70th Ave., Alta, IA 51002. stpoller@pionet.net

4120 CLASSIC, FOR SALE

CLASSICS FOR sale. All #1 editions, 42 books total from #29 to #130 fair to VG+, book value $950. Asking $375. 973-773-4990. Frank.

OLD CLASSICS Illustrated for sale. Send SASE for list or email me. Toth, 247 Lakeview Dr, Smithfield, ME 04978. vtoth@tds.net

OVER 60 classic comics, Classic Illustrated including originals. edwin1000@optonline.net. Ed, 335 Farrington Blvd., North Brunswick, NJ 08902.

4122 COMIC COLLECTIONS FOR SALE

EVERYTHING MUST go. Thousands of comics on sale from $1 up. Great prices. Please send $1 for 14 page catalog. You won't be disappointed. Rocco, 53-90 62nd St, Maspeth, NY 11378.

DC, MARVEL! Dark Horse, Indy titles and more FS! Will sell lots and/or whole kaboodle. Email neothrone@aol.com or call 347-526-4064.

30 LONG boxes and some short, old and new comics, Silver, few Golden, Bronze, modern DC Marvel, Gold Key, Archie, some magazines $3750. 706-569-8970.

60,000 Gold, Silver, and Bronze Age Comics for sale at www.comicbook-warehouse.com. All below guide. Call 607-648-4025

COMIC BOOKS for sale $2 each, over 2,000 to choose from. Call for list 718-706-7871 or write e-mail dmartin50@nyc.rr.com

X-MEN and Uncanny X-Men for sale. Silver and Modern age. All below guide. Call for issues and price. Martin 718-706-7871 after 6pm

SETS FOR Sale, Watchmen, Identity Crisis, Crisis on Infinate Earth, Oulaw Nation, Green Lantern (2005), Ultimates, Earth X, Avenger Forever, Wolverine The End, Hitman, Starman, Dark Victory, Thundercats 90's (all), Ultimate Team-Up, Final NIght. Shipping extra call 718-706-7871

COLLECTOR'S DREAM: A beautiful collection of 5,000 high-grade comics, mostly Silver Age & Early Bronze,is being offered for sale by the original owner. A complete run of Amazing Spiderman #15-441 is just one of the highlights of this collection. 212-563-5225

4123 COMIC COLLECTIONS WANTED

$300,000 SEARCH for comic collections (1935-1974)! Top prices paid by avid collector! Professional/straight-shooter will fly anywhere! Also buying high grade keys! 847-296-9646 or jammarks@comcast.net

WE PAY more for comics than the people who say they pay more than anyone else! www.wwillie.com Walkin' Willie's Comix.

BUYING COMIC book collections. Send lists or call me at 607-648-4025. Rick Semowich, 56 John Smith Rd, Binghamton, NY 13901

4130 DC, FOR SALE

GREEN LANTERN Archie edition one two three four - all in near mint, $30 each or entire set for $100, pay by money order only. Mike McCullough, 262 Bluewater Run W., Selbyville, DE 19975.

Superboy 126, 132, 136,160, 140-144, 149-152, 164-168, 180-189, fine 60$ +$5 P&H. Rex Munsee, Rd #3, New Bethlehem, PA 16242, 814-764-3206, Also have Lois Lane.

SILVER TO Modern. Bargain comics. New items added regularly. Sidscomics.com.

DOORWAY TO Nightmare (1978). #1VF $4; #2-5 NM, $2 each. Swamp Thing (1974), #12-24NM $4 each. P&H $4. SASE. Allen Schuler, 7506 Appletree Way, Louisville, KY 40228.

MOSTLY DCs, 70s, 80s, many earlier. Thousands of books. Prices lowered. $3 for list. Ken Tanner, 8396 Towson Blvd., Miamisburg, OH 45342. See showcase ad.

DC AND Marvel giant 10x14 comics including famous first editions. edwin1000@optonline.net. Ed Spiegel, 335 Farrington Blvd., North Brunswick, NJ 08902.

4131 DC, WANTED

DC COMICS 1992 Editorial Presentation wanted. John Constant, 95 Sheriden St., Portland, ME 04101. john.constant66@hotmail.com

007! I have James Bond 007 trading cards, hardcover book and Japanese silver promo razor for trade. Would like Legion of Super Heroes archives. Contact Nelson Jimenez, 75B Maple Tree Ave., Stamford, CT 06906 or nelson.jimenez@shaving.com. Thanks!

BEATLES! WILL trade Marvel Beatles magazine for any Legion of Super Heroes Archives #4 + up. Contact Nelson Jimenez, 75B Maple Tree Ave., Stamford, CT 06906, thanks!

007! HAVE James Bond book, trading cards and promo razor to trade for DC Spirit Archives. Contact nelson.jimenez@shaving.com. Thank you!

LOOKING FOR Starman Annuals #1 & 2. Send trade list to nelson.jimenez@shaving.com or contact me: 75B Mapletree Ave, Stamford, CT 06906, thanks!

NEW TEEN Titans (1st) #1 through 50 wanted as reading copies. Also 80's LSH. SEnd lists to: Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

USED TPBS wanted. Used Archives as well. Low grade or reading copies. Nothing too pricey. Lists to: Cooper, 410363 MACC, Box 220, Stringtown, OK 74569.

4140 DELL/GOLD KEY/WHITMAN FOR SALE

WALT DISNEY paint book series 1975 reprints Mickey and Donald FN Donald Duck VG $40 ppd. 605-342-6564 jglandt@dsdk12.net

4141 DELL/GOLD KEY/WHITMAN WANTED

QUICK CASH: for foreign language Turoks; also, March of Comics issues, Valiant reprints and select D.H. and Timewalker. Ed Conklin, Nashua NH 03060-1500. 603-668-1389.

4160 EC, FOR SALE

EC REPRINTS for sale $1 each plus postage. Send orders to Dan Giddings, PO Box 5881, Glendale, CA 91221-5881.

EIGHT MAD reprint books: Mad About the 50's, 70's, TV Fighting Raving Power Organization, Buoy Mad get it all for $25 ppd. 518-945-1113. Phil.

4161 EC, WANTED

E.C. REPRINTS, annuals from Gladstone Gemstone wanted for reading. Nothing too pricey, please. Send lists prices to: Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

COMPLETE EC library with slipcase by Russ Cochran. All volumes wanted. Contact: John Knight, PO Box 1176, Crystal Bay, NV 89402. Email: cbj77@sbcglobal.net. 775-832-9217.

4185 GRADED COMICS FOR SALE

DETECTIVE #378 CGC 9.2 o/w $100. Detective #383 CGC 9.2 OW/W, $100. Email mike@ragnarokcapital.com or 650-321-6314, scans available.

SUPERMAN #179 CGC 9.2 white, $225. Adventure $416 CGC 9.2 OW $225. Email mike@ragnarokcapital.com or 650-321-6314, scans available.

4191 HARVEY, WANTED

"HOT STUFF" The Little Devil Wanted Mill lists and price to: Mike Bardekoff, 148-11 29th Ave, Flushing, NY 11354 especially issues from 1957-1969.

4210 MARVEL/TIMELY, FOR SALE

TIMELY- ATLAS- Marvel: 100's of romance, teen humor and funny books for sale. Send wantlists to: moondog100@comcast.net or 800-344-6060.

SILVER SURFER (1987) #1-34, SHANNA #1-3, Spectacular Spiderman #2-160, Spider Woman #1-50, Spidey #1-56, Star Trek #1-18. 25-50% Overstreet guide. SASEAR. Wally, Box 76, Waynesburg, OH 44688

STAR WARS #1-107, Thor #157-413, Tomb/Dracula #2-70, Web/Spider Man #1-61, Werewolf/Night #1-43, What-If #1-47. 25-50% Overstreet guide. SASEAR. Wally, Box 76, Waynesburg, OH 44688

SILVER TO Modern. Bargain comics. New items added regularly. Sidscomics.com.

MARVEL SUPER Heroes #14 1967 FN+ $45 Spidey/Wolverine flip book #1 Charleston Chew $10 S/H included dollarbiillcher2@aol.com or call 330-793-9525.

THE DEFENDERS (1975) #31-32, 36-44 all NM. $2 each. Ghost Rider (1976) #20NM $8. P&H $4. Enclose SASE. Allen Schuler, 7506 Appletree Way, Louisville, KY 40228.

AMAZING SPIDER-MAN (1980) #202NM, $7. Annuals: #12NM (1978) $4; #19NM (1985) $2. P&H $4. Inquire with SASE. Allen Schuler, 7506 Appletree Way, Louisville, KY 40228.

GI JOE (1968) #1 NM $30, 2 NM $20 Nick Fury (1968) #1 VF- $60, #6 F+ $15, Marvel Spotlight #11 VF $30, Amazing Spider Man #34 1/3 cvr missing $18, Valiant comics, misc, ask. rbook03@yahoo.com

S.TALES #110 G/VG $145, X-Men #53 F/VF, sharp! $51, X-Men #89 VF-, nice! $28, S/H $4. Damian 941-815-2910, Box 5077, Englewood, FL 34224.

I.HULK #2 VG- $360, I-Man #2 VG $22, M.Spotlight #2 F(+) $42, S/H free over $100. Damian 941-815-2910, Box 5077, Englewood, FL 34224.

I.HULK #107 VG/F $18, I.Hulk #105 white pages $22, I.Hulk #3 PR/FR $100, S/H $4. Damian 941-815-2910 or Box 5077, Englewood, FL 34224.

ASM #30 VG $40, X-Men #26 VG $22, X-Men #18 G+ $19, I.Hulk #115 VG $8. Damian 941-815-2910, Box 5077, Englewood, FL 34224.

DAREDEVIL V.1 #16, F $65; Tales to Astonish #83, VF, $29. $2.50 postage. Victor Bracht, 245 Ave. D, Billings, MT 59101.

AVENGERS V.1 #18 VF $52; #25 F $17, #27 VF $34, #28 VF $26. $2.50 postage. Victor Bracht, 245 Ave. D, Billings, MT 59101.

TALES TO Astonish, V.1, #69, F $23; #70 VF $52; #82 VF+ $42. $2.50 postage. Victor Bracht, 245 Ave. D, Billings, MT 59101.

AVENGERS V. 1 #29, VF $26; #30 VF $26, #31 VF+ $25, #32 VF $22. $2.50 postage. Victor Bracht, 245 Ave. D, Billings, MT 59101.

4211 MARVEL/TIMELY, WANTED

MARVEL ESSENTIALS wanted. Send trade list to nelson.jimenez@shaving.com or 75B Mapletree Ave., Stamford, CT 06906 *trades only* Thank you!

ESSENTIALS, TPBS, reading copies wanted. Coverless or reading copies of any super hero books. Send lists to: Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

4251 INDEPENDENTS, WANTED

VAMPIRELLA (1992) #2, Vampirella Monthly (1997) #5, Vampirella Strikes #5, 8 wanted. Donnie Webb, 3255 Needmore Rd, Beech Bluff, TN 38313.

80'S NEXUS Badger Mr. Monster Jon Sable wanted for reading. Also Normanman but nothing too pricey. Write: Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

4260 WESTERNS, FOR SALE

RED RYDER 119, 120, 121, 124, 129 VF $24 each, 132, 134 F-VF $20 each $5 postage. William Giles, Box 271, Keithville, LA 71047, 318-925-6654.

TV WESTERNS on VHS: Cheyenne, Colt 45, Lawman, Restless Gun, Rifleman, Rebel, Texan, Tombstone Territory, wanted: DOA, Wells Fargo, Bronco, email: nutcom@warwick.net

GHOST RIDER (MARVEL) 1967. #2F $10; #3F/VF $9; $4F/VF $9; #6-7 VF $12 each. P&H $4, include SASE w/order. Allen Schuler, 7506 Appletree Way, Louisville, KY 40228.

OVER 120 Westerns. Roy, Gene, Hoppy, Tom Mix, others. E-mail edwin1000@optonline.net or write Ed Spiegel, 335 Farrington Blvd., North Brunswick, NJ 08902.

4261 WESTERNS, WANTED

RED RYDER $1-$50, Roy Rogers four colors #1, Gene Autry Fawcetts, Sunset Carson, Hopalong Cassidy, Andy Divine. Billy Giles, Box 271, Keithville, LA 71047, 318-925-6654.

WESTERN COMIC (Golden Age) by 50% off. Silvestri, 1541 Northwood Rd., Seal Beach, CA 90740. email: MRWcomics@aol.com

4300 GOLDEN AGE, FOR SALE

CHARLTON SPOTLIGHT #4, Pete Morisi unpub'd art, photos. T-Bolt Johnny Dynamite. Pearson, Skeats, Frantz, Johnson, more! $7.95. Argo Press, PO Box 4201, Austin TX 78765 www.charltonspotlight.com

CONTACT COMICS #11 with early Kurtzman & Feldstein art, classic L.B. Cole cover. E-mail edwin1000@optonline.net. Ed, 335 Farrington, North Brunswick, NJ 08902.

SIMON-KIRBY: YOUNG Romance #35 G $10, Young Romance #96 VG $7, Young Brides V.2 #1 VG $17. $3.50 postage. Victor Bracht, 245 Ave. D, Billings, MT 59101.

SIMON & Kirby: Young Love #31, March 1952, VG+. Simon Signature $20. $2.50 postage. Victor Bracht, 245 Ave. D, Billings, MT 59101.

SIMON-KIRBY: JUSTICE Traps the Guilty, #4, VG $32; Police Trap #1, VG $33. $2.50 postage. Victor Bracht, 245 Ave. D, Billings, MT 59101.

L.B. COLE All Famous Police Cases, #7, G+ $17; Young King Cole, V.3 #7 $30. $2.50 postage. Victor Bracht, 245 Ave. D, Billings, MT 59101.

4301 GOLDEN AGE, WANTED

PEP 20 Paying full guide, Good-Fine, 27 Yrs Collectibles Dealer. James Sutton, 714-308-1156 or jsutton@value.net

4310 SILVER AGE, FOR SALE

SHOWCASE 4 CGC 4.5, $2,800. Money orders, cashiers checks or personal checks preferred, Bill Harroff, 453 Cass Ave, Edwardsville, IL 62025 1124, wharroff@rocketmail.com, 618-656-5743, scans available.

THOR 136 137 139 142 144 for VG+ condition $30 each, pay by money order only. Michael McCullough, 262 Bluewater Run W., Selbyville, DE 19975.

CHARLTON SPOTLIGHT #4, Pete (Pam) Morisi, special, T-Bolt Unpub's art, photos, memoirs, interviews, checklists, more! 76 pp. $7.95. Argo Press, PO Box 4201, Austin TX 78765 www.charltonspotlight.com

I.HULK #102 VF/NM $225, S.Surfer #1 CGC 4.5 $105, S.Surfer #4 CGC 5.5 $115, S/H $4. Damian 941-815-2910, Box 5077, Englewood, FL 34224.

CREATURES ON The Loose #10 VF/NM $54, Cap #104 fine $18, Fantasy Masterpieces #1 fine $18. Damian 941-815-2910, Box 5077, Englewood, FL 34224.

MSH #12 VG+ $24, MSH #13 VF $43, MSH #18 fine+ $18, I. Hulk #102 VF/NM $225. Damian 941-815-2910, Box 5077, Englewood, FL 34224.

4311 SILVER AGE, WANTED

I BUY collections, 30-90% of guide, especially 1939-68 Marvel Timely Atlas. San Francisco based, will travel western states, e-mail your inventory list. Kirk 415-665-6744. kirkireland@aol.com

WANT DYNAMO #4 and all Undersea Agent. Don Anderson, Jr., 569 Paradise Blvd, Hayward, CA 94541-1437

WANT THUNDER Agents #5, 2, 4 to 6, 9, 12, 13, 16 to 19. Don Anderson, Jr., 569 Paradise Blvd, Hayward, CA 94541-1437

4320 GENERAL COMICS, FOR SALE

CBG SPECIAL Offer! Place the same paid classified ad 3 or more times and receive FREE bolding (.10 per word value) plus 10% off! Call 1-800-942-0673 to place your ad with a credit card or include a copy of this ad with your mail in or Fax.

CBG SPECIAL Offer! Place the same paid classified ad 3 or more times and receive FREE bolding (.10 per word value) plus 10% off! Call 1-800-942-0673 to place your ad with a credit card or include a copy of this ad with your mail in or Fax.

ACTION COMICS N.1 June 1938, original U.S. edition, Fine, no tear, no cut, no writing, no tape, $4,000. Photostat available. Maria Cristina De Almeida Lima, Rua Eliseu Cavalcante, 193/17 Cordeiro, Recife PE, 50711.80 Brasil.

COMIC RELATED! www.comicrelated.com We offer comic news, reviews, covers, forums, links and more. If it's comic related, you'll find it here.

HIGH GRADE DC and Marvel Bronze Age comics for sale or trade. List available: Toth, 247 Lake View Dr., Smithfield, MI 04978, vtoth@tds.net

UNRESTORED HIGH-GRADE comics for sale! CGC graded available. Want lists encouraged. Cape Books and Collectibles, PO Box 126, Harwich, MA 02645. Visit our e-Bay store!

$25 SETS: Avengers #57-76 (Johns). Hero #1-22 (Pfeiffer). Fallen Angel #1-20 (David) (#1-6 is TPB). Email mike@ragnarokcapital.com

$10 SETS: Arrowsmith #1-6 (Busec). Batman Dark Detective #1-6. Superman/Batman #14-18. Email: mike@ragnarokcapital.com or 650-321-6314.

MARVEL AND DC comics for sale/ trade. Silver Age to Modern. SASE for list to: Frank Campbell, 5004 Placid Pl, Austin, TX 78731 Email: docsavage@swbell.net

CHARLTON SPOTLIGHT #4, Pete Morisi unpub'd art, photos. T-Bolt Johnny Dynamite. Pearson, Skeats, Frantz, Johnson, more! $7.95. Argo Press, PO Box 4201, Austin TX 78765 www.charltonspotlight.com

NEAR MINT Silver and Bronze at 40% to 50% below Guide. Aquaman No. 33; Superman No. 196; $54 each. Atom no. 33; Justice League No. 63, 66, 68; Metal Men No. 21; Witching Hour No. 2; $42 each. Batman No 255; Rip Hunter No. 22, 23, 24; $45 each. Doom Patrol No. 98, $63. 80-pg. Giant No. 9, $147. Green Lantern No. 58, $60; No. 85, 86, $66 each. Hawkman No. 23; Star Spangled War No. 149; Teen Titans No. 12, 17; Jimmy Olsen No. 81, $39 ea; No. 133, $50. House of Mystery No. 204, $22. Our Army At War No. 201, 205, 207, $27 each. Sea Devils No. 4, $150. Spectre No. 3, $72. SuperBoy No. 127 $48. Swamp Thing No. 1, $105. Weird Western No. 22 through 28, $15 each. World's Finest No. 122, 124, 127, 128; $75 each. Amazing Adventures No. 13, $33. Amazing Spider Man No. 65, $72. Avengers No. 15, $135. Captain America No. 108; Fantastic Four No. 78; $39 each. Giant Size: Avengers No. 1 $30; Super-Heroes featuring Spider-Man No. 1; Supernatural Thrillers No. 5; Conan No. 4; $45 each. Daredevil Special No. 1, Iron Man No. 6; Nick Fury No. 2; Marvel Spotlight No. 3; $42 each. No. 8 $33, 32 $14; Doctor Strange No. 1 $48; Rawhide Kid No. 38 $100; Shanna No. 1 $19. Silver Surfer No. 18; Tales To Astonish No. 101; $60. Special Marvel Edition No. 15, $72. Sub-Mariner No. 14 $36; Thor No. 165 $54; Tomb Of Dracula No. 16 $21; Worlds Unknown No. 1 $12; X-Men No. 10 $345. Savage Sword of Conan No. 2 $30, No. 3 $21, No. 4 $15, No. 5, 6, Planet Of The Apes No. 3 through 6, 8, $12 each; 12 $13; 22, Crazy No. 5, $15 each. Deadly Hands Of Kung-Fu Special No. 1, Tales Of The Zombie Annual No. 1 $16 ea. Eerie No. 4 through 7, $33 each. Postpaid. George Potter, 2060 South Military Hwy. Lot #9. Chesapeake, VA 23320-4428. Phone: 757-494-7031. Just a sample! Many more available at similar prices. Free list!

FREE CATALOG of comics and related items for sale or trade, send your list! M.T. Gross, 6367 Pitcher Ct, Bealeton, VA 22712.

OLD COMIC books for sale from the 1950's-1970's. Please specify interest and send SASE or email: Toth, 247 Lakeview Dr, Smithfield, ME 04978. vtoth@tds.net

HUNDREDS OF comics available. Batman, Spiderman, X-Men, Independents. Many for just $1. For complete list, go to www.angelfire.com/comics/tsgnightwing or email wolfmanp411@yahoo.com

4321 GENERAL COMICS, WANTED

ALWAYS BUYING! Selling your collection? Don't waste time searching internet, or selling by piece. We will buy it all. 28 years of experience, James J Reeves Inc. Huntingdon PA. 1-800-364-2948. ext 316. And E-mail:buyeratjamesjreeves.com

NEEDED: ANY or every comic featuring Superman's "Super Horse" Many Thanks. Bill Davis, 89 AUburn St #1242, Portland, ME 04103

LADY DEATH: A Medieval Tale (Crossgen) #1-3, Tomb Raider: Journeys #8-9 wanted. Donnie Webb, 3255 Needmore Rd, Beech Bluff, TN 38313

READING COPIES of most comics '75 to present wanted. Please send lists. Nothing mint or collectible please. Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

USED TRADE paperbacks of any company wanted for reading. 1970's to present. Send lists with prices to: Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

READING COPY comics wanted cheap. Almost anything, even coverless wanted. Send lists with prices. Nothing too pricey. Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

4400 ORIGINAL ART, FOR SALE

COLOR GUIDES colorist art available at colorguides.com We also buy Marvel & DC Comics Superhero type color guides and production artwork. E-mail mr_bones@juno.com or call 315-298-5776.

ORIGINAL CARTOONS by published cartoonist! Superhero/ SF/ Horror (specify). Inked, 8-1/2X11 art board, signed. $20 MO to: Joe Seidita, 288 19th St, Brooklyn, NY 11215.

Recently purchased all remaining JLA/Avengers color guides from Tom Smith! Check them out in my eBay store later this year!!!! www.grailpage.com

Incredible special effects

Many humorous things happened during my career as a movie theater manager, but one of the funniest occurred when I showed the Bond film Octopussy. I had a roof leak during a strong rainstorm just above the screen, resulting in flows of water down the canvas. I had several people in the front row compliment me on how they got wet when a waterfall was shown in the movie.

- Mike Curtis

ORIGINAL COMIC ART

BUY / SELL / TRADE

www.comicsnart.pcrealm.net

CBG Customer Service Award

Conrad Eschenberg

108 Hustis Rd., Cold Spring, NY 10516

Phone/Fax: 845-265-2649

E-mail: comicart@pcrealm.net

4401 ORIGINAL ART, WANTED

WANTED ORIGINAL art pages from ROM Space Knight comic book. Please e-mail any pages you want to sell to usacom2@aol.com with price.

COVER PAINTINGS to Dell and Fawcett Comics. Lone Ranger, Tonto, King, Red Ryder, Hoppy, Tom mix. Larry Grubb, PO Box 4622, Silver Spring, MD 20914.

SPIDER MAN and Captain America sketches wanted. Fan or pro. Send description and price. Also orig. art wanted. Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

COMIC WRITERS and artists autographs wanted. Especially wanted are D.C. Marvel legends and current stars. Write to: Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

COLOR GUIDES wanted from any Marvel Ultimate title. Nothing too pricey. Captain America is my top priority. Cooper, 410363, MACC Box 220, Stringtown, OK 74569.

PEANUTS ORIGINAL comic strips wanted. Frank 516-735-0133.

MARVEL AND DC covers wanted from 1950's - 1990's. Frank 516-735-0133.

4411 BIG LITTLE BOOKS, WANTED

WANTED BIG Little Books from 1930's and 1940's especially Westerns and Tarzan. Write Slagle, 24064 Montgomery Dr., Abingdon, VA 24211, phone 540-628-4403.

NEAR MINT Big Little Books wanted. Paying up to $1,000 for certain Buck Rogers and Flash Gordon Books. Not a dealer. Michael 612-920-8697

4420 BOOKS-GENERAL, FOR SALE

ADULT LOT 2 books on men's adventure mags like Stag and Saga, sleazy adult paperbacks plus Omaha the Cat Dancer Vol. 1. 518-945-1113, Phil $40 ppd.

TERRY AND The Pirates 12 volume hardcover Canniff Library. Excellent condition. $310 complete. Ed Spiegel, 335 Farrington Blvd., North Brunswick, NJ 08902.

4421 BOOKS-GENERAL, WANTED

MIDNIGHT BLUE: The Sonja Blue Collection by Nancy A. Collins wanted. Donnie Webb, 3255 Needmore Rd, Beech Bluff, TN 38313

UFO BOOKS wanted! Buying HC/PB mags devoted to UFO's and strange phenomena. Lists to: Orion House, 2555 Robinson Rd., Chittenango, NY 13037, orionhse@aol.com

"ALFRED HITCHCOCK and the Three Investigators" hardcovers #24, #27 and #29 needed! Hardbound only! Please send information: Howard Michaels Jr., 706 N. Cottage, Mercer, PA 16137-5310.

4422 COLLECTIBLE CARD GAMES FOR SALE

INTERESTED IN Magic The Gathering or other collectible card games? SCRYE provides the latest news, in-depth strategy articles and the most respected price guide. Special subscription offer: 3 issues for only $9.98! That's over $6 off the cover price! Call 1-800-258-0929 and mention offer ABA76R or visit our website at http://www.scryemag.com

4423 COLLECTIBLE CARD GANES WANTED

WANT ALMOST all Versus and all but one G.I. Joe. Don Anderson, Jr., 569 Paradise Blvd, Hayward, CA 94541-1437

4424 COMPUTER SOFTWARE/SUPPLIES FOR SALE

ARCHIVAL SUPPLIES available from the leader in hobby supplies, including comic books, records, sheet music, legal documents, trading cards, maps, magazines, newspapers, movie posters, stills, original art, paper money, books, photos, and postcards. Bill Cole Enterprises, PO Box 60, Randolph, MA 02368-0060. 781-986-2653. http://www.bcemylar.com

4450 MAGAZINES, FOR SALE

INTERESTED IN comics? COMICS BUYER'S GUIDE provides over 80 reviews and a 100-page price guide with grading information every month. Special subscription offer: 6 monthly issues of CBG for only $15.95! That's more than $20 off the cover price! Call 1-800-258-0929 and mention offer ABBHNV or visit our website at http://www.comicsbuyersguide.com

TV/MOVIE/ Teen/ Horror/ Sci-Fi magazines, Playboy, Playgirl, 007, Comic Books, Farrah, Paperbacks, Pulps, Photos, Posters, Etc. Catalog $2. TV Guide catalog $2. Rogofsky, Box 107CB, Glen Oaks, NY 11004.

FOR SALE: Mad Magazine No. #59 Near Mint $210, certified check or money order only. Mail to: Edward Thompson, 551 Orebed Rd., Colton, NY 13625.

OLD MAGAZINES for sale. All types, horror, monster, SF, crime, erotica, etc. Specify interest, SASE or email: Toth, 247 Lakeview Dr, Smithfield, ME 04978. vtoth@tds.net

4451 MAGAZINES, WANTED

WANTED TO buy 1999 Maxim magazine with Melissa Joan Hart, near mint or better only. Email: collector192002@yahoo.com with details.

WCW AND WWF mags from 1995 to 2001 wanted for reading. Nothing too pricey. Send lists to: Cooper, 410363. MACC Box 220, Stringtown, OK 74569.

MEN'S ADVENTURE magazines 1958-1967. Contact: John Knight, PO Box 1176, Crystal Bay, NV 89402. Email: cbj77@sbcglobal.net. 775-832-9217.

4600 REPRINTS, FOR SALE

ESS TOMB of Dracula Vols. 1-4, Dr. Strange Vol. 1, Marvel pocket book Spider Woman, Mammoth Book of Vampires, whole lot for $50 ppd. 518-945-1113, Phil.

FAVORITE COMIC characters complete book list. Terry, Valiant, Phantom, Annie, Lone Ranger, Polly, Batman, Superman, Marvel, DC. Ken Pierce Books, PO Box 320125, Franklin, WI 53132, 414-529-3056.

4601 REPRINTS, WANTED

MANDRAKE THE Magician and Sam's strip, strips and reprints wanted. Todd Goldberg, 215 Holmecrest Rd, Jenkintown, PA 19046 Email tgoldberg@aol.com

MANDRAKE THE Magician strips, reprints wanted. Esp. Pioneer, Frew. Also Sam's Strip. Thanks. Todd Goldberg, 215 Holmecrest Rd., Jenkintown, PA 19046. Email:tgoldberg@aol.com

4630 TRADING CARDS FOR SALE

1987 MARK McGuire $800, 1991 Pedro Martinez $800, 2001 Ichiro $20, Fleer 1989 Rookie Randy Johnson 9.0 mint $20, Tops Mickey Mantle Archives NM $35. Harris, HC75, Box 1150, New Creek, WV 26743.

4650 OLDTIME RADIO, FOR SALE

OLDTIME RADIO on CD Audio, old radio related books, movies, TV on DVD. Catalog $5, refunded with first order. OTRNow, PO Box 17148, Long Beach, CA 90807 or visit www.otrnow.com

4651 OLDTIME RADIO, WANTED

WATNED DICK Tracy Radio Shows. Henry Wardowski, 88 Derby Ave, Seymour, CT 06483.

4660 MISCELLANEOUS, FOR SALE

1940'S-2004 COMICS, sports and non-sports cards, board games, model kits, monster/ horror/ sci-fi mags. Send $1 for list(s) or phone. Tony Iannone, 59 Concord Dr, Fairview Heights, IL 62208. 618-398-2673.

COMIC POSTERS, rare Marvel/DC original colorist artwork and promotional posters, EC Comics posters, promo comics, etc. See my eBay store under the name "theycallme-mr-bones"

BASEBALL CARDS and football, hockey cards, auto racing, etc. send SASE large for list most near mint, too many to list. Harris, HC75 Box 115D, New Creek, WV 26743.

STAR WARS Gold Yoda Pepsi Redemption cans. Buy one, get one free! $8 postpaid. Peter Iorillo, 1171 Pomona, Cleveland Heights, OH 44121

WANTED BUILT up models Aurora W. Woman, Penguin, Addars P.O.T.A. Stallion and Soldier, MPC haunted glow heads, 4 trade Seaview, Robin, etc. Ron 313-837-5576.

JIM #111 VG $16, Jim #120 good $8, Jim #121 good $8, M.Spotlight #2 G+ $15, all for $45, S/H free. Damian, 941-815-2910.

Vintage Comics, Original Art, Toys, Movie Posters

Americas #1 Collectibles Auctioneer, Heritage Comics, will auction your choice material or buy it outright. Generous cash advances/finder's fees.

HERITAGE COMICS

Bid@HeritageComics.com

800-872-6467

HeritageComics.com

4661 MISCELLANEOUS, WANTED

FOREIGN COINS, currency, medals wanted by collector-investor. Fair prices for all. Check offer promptly sent. Mail insured. Bill Morgan, Box 361224, Birmingham, AL 35236.

WRESTLING MAGS., posters, pics, cards, postcards, etc. especially Mid-Atlantic, Ringsiders. Also older boxing. Clark Brown, 308 Ridge Dr., Goodview, VA 24095.

CASH FOR autographs, movie stills, any comics with 10¢ and 12¢ cover prices, original comic and animation art, older Disney items. Dave Yaruss, 619-465-3090, references.

WANTED TEN cent comics from 1930's, 40's and 50's especially Westerns and Tarzan. Write: Slagle, 24064 Montgomery Dr., Abingdon, VA 24211, phone 540-628-4403.

WANTED DIXIE cup, lids, photos and premiums from 1930's, 40's and 50's. Write: Slagle, 24064 Montgomery Dr, Abingdon, VA 24211, phone 540-628-4403.

WANTED OLD railroad collectibles from 1930's, 40's and 50's especially N&W and Southern RR's. Write: Slagle, 24664 Montgomery Dr., Abingdon, VA 24211, 540-628-4403.

4700 NOVELTIES, TOYS, GAMES FOR SALE

ARE YOU a toy collector? TOY SHOP provides the latest toy news, in-depth features and an active buy and sell toy marketplace. Special subscription offer: 13 issues (bi-weekly) for only $15.98! That's more than $42 off the cover price! Call 1-800-258-0929 and mention offer ABA35V or visit our website at http://www.toyshopmag.com

INTERESTED in Hot Wheels cars & models? TOY CARS & MODELS provides the latest news and information on Hot Wheels and new die cast cars & models. Special subscription offer: 6 issues (monthly) for only $9.98! That's almost $20 off the cover price! Call 1-800-258-0929 and mention offer ABA76N or visit our website at http://www.toycarsmag.com.

RARE MARVEL comics super heroes giant game board book. 6 different games with batteries. VG condition. 1994. 22-7/8x15-3/4. $22. Includes shipping. Mel 717-757-7692.

BOWFNS 12" statue first license never displayed, checked for damage MIP gold/gray iron man $334, Mr. Fantastic $375. $25 P&H/Ins. Others. John Pisanka, 72 East 7th St., New York, NY 10003, 212-388-1556.

STAR TREK Classic and Next Generatoin 12" figures from the 1990's, Geordi Leforge, Christopher Pike, Q, Dr McCoy, 7 of 9. Uhura Andorian Shras Paveldeski, Magatc, Picard, Worf all in boxes. 718-706-7871

4701 NOVELTIES, TOYS, GAMES WANTED

TOY COMIC combo comics featuring the Figure examples T-2 Batman, X-men, Conan, Hulk, list SASE (Gil's). Wayne Land, 18146 Sherman Way, Reseda, CA 91306.

SUPERMAN WANTED! Buying all pre-1960 Superman collectibles: toys, games, figures, advertising, paper items, buttons, premiums, novelties...anything! Danny Fuchs, 209-80 18th Ave, Bayside, NY 11360. superdf62@aol.com

4800 FANZINES, FOR SALE

BREAKNECK BLVD returns for 2005! Two new stories in one 12 page digest $1 plus two stamps. Tim Markin, PO Box 8921, Erie, PA 16505.

CHARLTON SPOTLIGHT #4, Pete (Pam) Morisi, special, T-Bolt Unpub's art, photos, memoirs, interviews, checklists, more! 76 pp. $7.95. Argo Press, PO Box 4201, Austin TX 78765 www.charltonspotlight.com

4801 FANZINES, WANTED

JOIN THE Orcomx APA! Now 56 issues strong and counting. Write for a free issue. Dennis Kininger, PO Box 206, Oriskany, NY 13424, try it!

4900 NEWSPAPER STRIPS, FOR SALE

GIANT FREE catalog. bburnett@igc.org or 510-666-0732 Starland Strips, 1563 Solano PMB #155, Berkeley, CA 94707-2116.

4901 NEWSPAPER STRIPS, WANTED

MANDRAKE THE Magician strips, reprints wanted. Especially Pioneer, Frew (Australia). Also want Sam's strip. Email Todd Goldberg, tgoldberg@aol.com Thanks.

MANDRAKE THE Magician strips, reprints wanted. Esp. Pioneer, Frew. Also Sam's Strip. Thanks. Todd Goldberg, 215 Holmecrest Rd., Jenkintown, PA 19046. Email:tgoldberg@aol.com

JOE JINKS Sunday pages by Vic Forsythe 1930, 1931, 1932. Edward Lahmann, 8551 B Red Oak Ct., Indianapolis, IN 46227.

4902 VIDEOS

RARE VINTAGE television from film and kinescopes with original commercials. 525 page VHS catalog $23. Peter Lind, Box 4211, Muskegon Heights, MI 49444. 231-759-0870. Adding DVD in 2006.

TV CARTOONS and shows, Asian SF and horror videos for sale. The Funnies Farm, 1A Ward St., Suffern, NY 10901, email: msgr4289@aol.com

"VideoSteve's" VHS & DVD
100's of Classic-Rare-Unusual Videos!
Retro TV & B-Movies! 1930's to 1970's
Send $3.00 for 40+ Page Video List
($5.00 Off First Order!)
Steve Russo
Post Office Box 150, Revere, MA 02151

Catch These Great Deals!

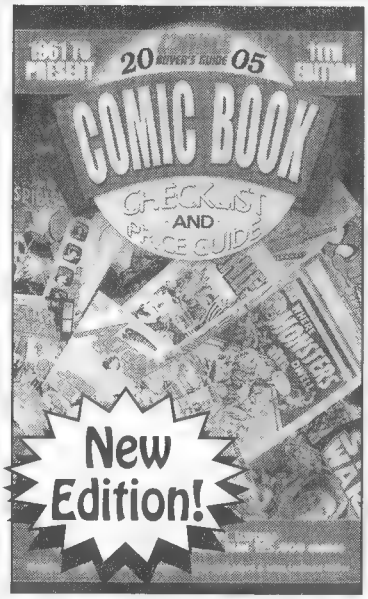
Go here. get more.

Subscribing Has Its Benefits
Save 10% on any book or magazine purchases made on-line!
View & search current issues on-line.
Visit on-line forums.
Create classified ads.
Visit Collection Trader. Post items to buy, sell or trade
View additional content that only subscribers can access indicated with a red '**R**' or red '**S**'.

collect .com

ANTIQUES & COLLECTIBLES • COINS & PAPER MONEY • COMICS & GAMES • FIREARMS & KNIVES • MILITARIA • OLD CARS • RECORDS & CDS • SPORTS • TOYS

Current Pricing - Straight From The Experts at *Comics Buyer's Guide!*



Softcover • 6½ x 9⅞ • 840 pages
450 b&w photos
Item# DO11 • $19.99

2005 Comic Book Checklist & Price Guide, 1961 to Present
11th Edition
by Maggie Thompson, Brent Frankenhoff, Peter Bickford & John Jackson Miller

In the updated 11th edition of this must-have comic book price guide, you'll find 125,000 listings with formulas to calculate 5 condition grades on each page. The book offers extensive coverage of comics from 1961 to today, with detailed content data and pricing for each listing. Its convenient size makes it easy to carry with you to shows, and the check boxes provide a great way to keep track of your collection.

- 125,000 listings
- Prices in 5 grades of condition
- Convenient carry-along size

To order call **800-258-0929** Offer C54C

kp books, Offer C54C
P.O. Box 5009
Iola WI 54945-5009
www.krausebooks.com

Please add $4.00 for the first book and $2.25 each additional for shipping & handling to U.S. addresses. Non-U.S. addresses please add $20.95 for the first book and $5.95 each additional.
Residents of CA, IA, IL, KS, NJ, PA, SD, TN, VA, WI please add appropriate sales tax.

kp books is an imprint of F+W Publications, Inc.

O, Canada!

The Aug. 26-28 Toronto comics con was packed!

by **MAGGIE THOMPSON**

Frank Quitely appeared at the ACTOR booth.

Though I mocked myself for the attitude, I was nervous about my first time attending the Canadian National Comic Book Expo. My last trip to Canada had been in, um, 1973 or so. At that point, the borders had been pretty transparent and the exchange rate roughly equal. Don and I had been to Toronto before, thanks to "Captain" George Henderson, who invited us there for a convention, and we'd had a grand time in a wonderful city both times we'd gone there. (Sad news at the show was confirmation that Captain George had died several years ago, though I'm sure The Beguiling is a fine replacement as Markham Street's comics shop.)

This time? I was fearful of enormous airport security delays, the vagaries of customs, an uncertain exchange rate, and potential problems of transporting copies of *CBG* to the convention center In A Strange Land. By myself, thanks to a combination of circumstances. How long would it take to get to the hotel? What's with *coins* for one- and two-dollar denominations? What would the turnout be for the event? Quake, quiver?

The view from above seems to show an open traffic pattern — but take another look at the crush of ticket buyers in the back.

But it was great!

The shuttle bus from the airport to the hotel (round trip transport less than $30 Canadian) picked me up at 11:03 a.m. at the terminal, and I was checked into my room by 11:50 a.m. (a good — and correct — omen for getting back to the airport at show's end, to boot). (Mind you, staring out the window of the shuttle, I knew I was in another country, since speed limit signs flashed by with large "90" displays. The speed limit at one point was "100 km/h." Woo! *Fast!* Well, not so much, really.) Things were swell and uncomplicated. The show set-up in the Metro Toronto Convention Centre in conjunction with the hotel was excellent, a simple walk down the hall took attendees from one to the other; a nice little shop in the midst of the walk was open early and late and carried sodas and waters and snacks and such for travel to and from.

Once I was on the floor, the first face I recognized (aside from con organizer Aman Gupta) was that of Ken Steacy, who was there in part to promote his printing-on-demand services aimed at comics publishers. (That's Modern On-Demand Products at *www.modprods.com*.) Someday I'll discuss his set-up at greater length.

The second familiar face I saw belonged to Slave Labor's Dan Vado, who may have been the largest publisher at the event, by some definitions. After all, Slave Labor celebrates its *20th anniversary* in 2006, and there's more to his company than longevity. His booth was spacious, with many popular titles on display. A major attraction there was creator Jhonen Vasquez, whom I'd never met till I shared a podium with him — but who impressed me, not only with his work, but with his quick

CBG XTRA ONLINE REPORTS! For daily visits with CBG, join us online at www.cbgxtra.com!

but quiet wit (despite his feeling ill on Sunday, thanks, he said, to the Canadian combination of cigarette smoke and hot dogs he'd been exposed to).

Anyway, once the con opened? It was jammed! Gupta put the attendance at 36,753, and I don't doubt it. You can see some photos at *www.hobbystar.com*, including one of me breaking up at a Vasquez response. There were many, many people in hall costumes, many with obvious anime connections — and this was one of the strange aspects of the show, as previewed in ***CBG*** #1608, page 212. Basically, there were separate tracks with separate membership badges: anime, science-fiction, gaming, horror — and comics. But, as far as the dealers' room was concerned, attendees were attendees were attendees. As attendees came off one of the two "up" escalators, they poured through the room scoping out *all* the booths as they went — and I noticed that, for example, those who wore "anime" badges seemed drawn to comic books as well as, say, plush Totoro dolls. There wasn't the contempt for unshared hobbies I've seen at some shows — and I ended up picking up items outside, as well as within, the comics genre.

The ***CBG*** booth (identifiable as such by the presence of copies of ***CBG***, *Comics & Games Retailer*, and *Scrye*, rather than an identifying backdrop) was located between the ACTOR booth (presided over by inker Richard Zajac and his wife, Nancy) and the RC2 collectible card-game booth. Stars at the ACTOR booth were three artists: Leonard Kirk, Mark Bagley, and Frank Quitely.

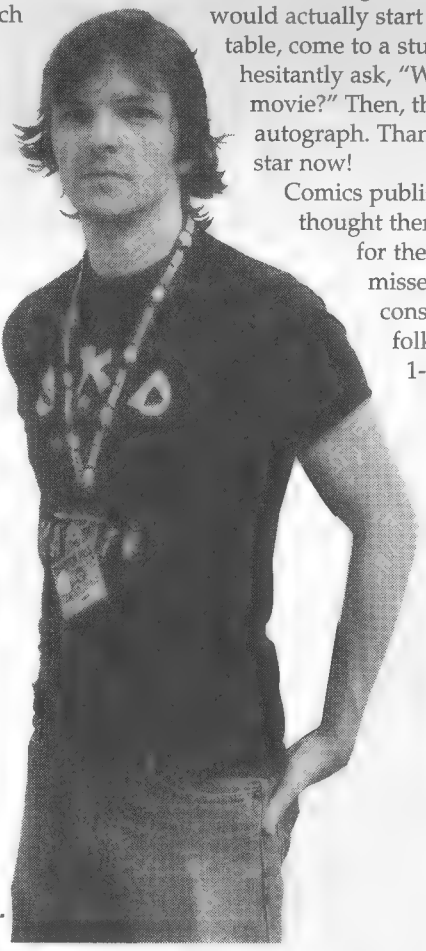
For a $3 donation, green ACTOR wristbands were available with the word "EXCELSIOR!" (all caps) impressed in it. I was puzzled by what looked like a registered trademark logo by the word. Since "Excelsior" was a primary element of Henry Wadsworth Longfellow's 1841 poem called, um, "Excelsior" (opening verse: "The shades of night were falling fast,/ As through an Alpine village passed/ A youth, who bore, 'mid snow and ice/ A banner with the strange device,/ Excelsior!"), I'm not sure how it makes it to registered trademark protection. Nevertheless, I plunked down my $3, you betcha. ACTOR is worth everyone's support at *www.actorcomicfund.org*. (And the three celebrity guests raised nearly $4,000 with sweet amiability, by the way, pleasantly dealing with the lines of fans to help comics pros in need.)

There was a crowd on hand to pay for Mark Bagley art at the ACTOR booth.

Several attendees didn't pause because they'd heard of ***CBG*** (we're only now achieving Canadian circulation, thanks to our change to a monthly schedule) but because they'd seen me in *Comic Book: The Movie* (which apparently runs now and then on the Canadian cable channel Space). Several attendees throughout the weekend would actually start to walk by the table, come to a stunned halt, and hesitantly ask, "Weren't you in *that* movie?" Then, they'd ask for my autograph. Thanks, Mark! I'm a star now!

Comics publishers who thought there'd be nothing for them at the event missed a bet; consider 2006, folks. It'll be Sept. 1-3.

Someone asked a disconcerted Jhonen Vasquez what it felt like to know he was worshipped.



Speakeasy Editor in Chief Chris Stone appeared at the firm's booth.

What can *you* add to the Archie info in *CBG* #1611 and #1612? Let us know at *www.CBGXtra.com*!

Archie in *CBG*

In *CBG* #1611, we ran an extensive article on the history of Archie Comics, which (despite its extensiveness) didn't cover the entire territory. I should note, by the way, that the list of creators in *Beautiful Balloons* in #1611 was compiled by Tom Michael, Steve Barghusen, and Victor Gorelick — and the titles list therein was compiled by Tom Michael and Steve Barghusen.

All of the participants in putting that project together would love to read even more additions to expand these lists. Take a look through those longboxes, folks!

(And, while you're at it, by the way, switch them for shortboxes! Longboxes make hernias; shortboxes are manageable storage units.)

Here are additional Archie details that Tom provided for your edification this month:

Did you know ... ?

Debbie Twist's father's name was Oliver. Debbie was one of the many teen characters who graced the pages of *Laugh* throughout the mid- to late 1940s, when Archie Comics was trying to develop other popular teen titles to spin off Archie's success.

Red, from the *Wilbur* series, sported freckles and red hair in a style similar to Archie's. The twist was that Red seemed to care little for girls and had a hangdog look — similar to that of Jughead!

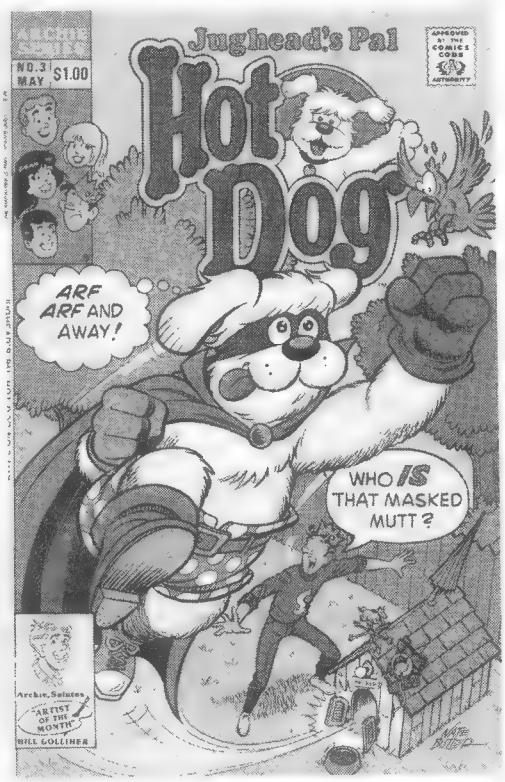
In the mid- to late 1940s, boys and girls were encouraged to write to Archie Comics describing their favorite character. The encouragement was a savings stamp for each writer and a free year's subscription to *Laugh Comics* for the 15 best letters.

On the Archie radio show, Jughead (played by Hal Stone) did not have the dog he had in comics — and he did have a girl chasing him: Agatha (played by Pat Hosley).

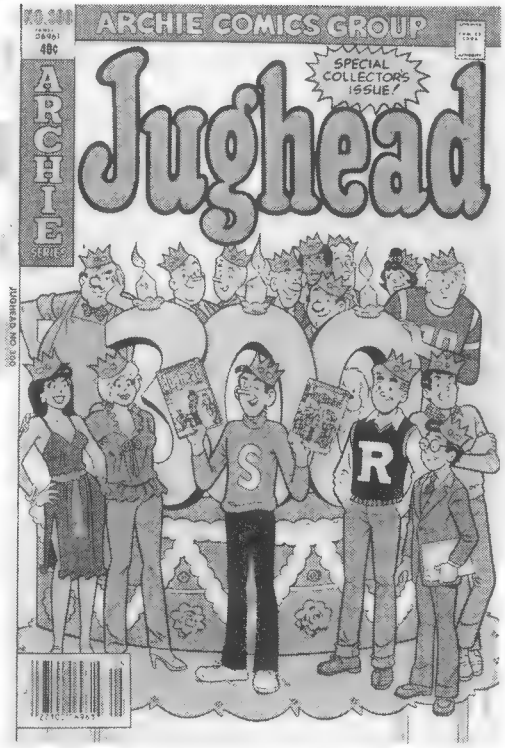
The first issue of *Little Archie* sold over a million copies.

In the story "Multiple Madness" published in #2 (Dec 66) of *Jughead as Captain Hero*, The Witch Doctor used a Ditto machine to duplicate both Captain Hero and himself.

Cross-dressing is the major theme played for laughs in three of the stories presented in Archie #32 (May-Jun 48). The three are: "Archie Gets the Bird," "Sewing Pains," and "Dollars to Doughnuts."



Archie Comics Creators of the Month were often featured on the covers of **Jughead's Diner, Jughead's Time Police,** *and* **Jughead's Pal Hot Dog!**



Jughead celebrated his 300th issue (May 80) with a huge four-tier cake. All the Riverdale characters were there, and readers were encouraged to join Jughead's celebration by writing to him.

Giveaways

Thanks to Steve Barghusen for putting together the following list of Archie-connected comic-book giveaways:

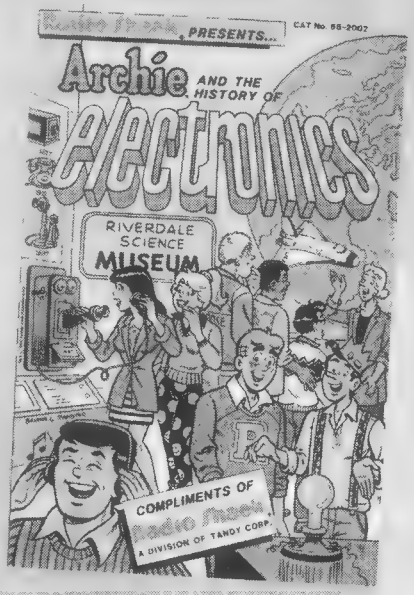
Archie Shoe Store Giveaways (1944-1949) These featured covers with Archie and photos of movie stars. There are no actual Archie comics on the interior (similar to Superman-Tim).

Oxydol-Dreft Archie Giveaway (1950) smaller than standard format.

Weather Bird Comics (1950s shoe-store giveaways) These featured coverless comics that were rebound with new covers. Many Archie versions exist.

Fairmont Potato Chip Giveaways (1970-1971) Eight-page comics in smaller than standard format.

Archie and the History of Electronics (1990) Produced by Radio Shack.



Archie and His Pals in the Peer Helping Program (1991) Produced by the FBI.

Archie and His Friends Help Raise Literacy Awareness in Mississippi (1994)

Archie's Ham Radio Adventure (1997)

In addition to his huge popularity in comic books, Archie also had success as a newspaper comic strip (see page 225), a 1940s radio show, and an animated cartoon series in the 1960s.

Archie and Jughead became beatniks in the story "Like Real Gone," which appeared in *Laugh* #104 (Nov 59).

Issue #34 of *Jughead — Earth's Funniest Comic Book* featured a parody story that was a strange combination of *The Wizard of Oz* and Marvel super-hero comics. Archie was Bug-Boy; Moose was Bulge; Miss Grundy was the Wicked Teacher of the West; Mr. Weatherbee was the Wigking; and — you get the picture.

The 400th issue of *Archie* was published in June 1992.

I'VE BEEN SHOPPING! I HAVE TO GET MY CLOTHES READY TO GO BACK TO SCHOOL!
OH, MY CLOTHES ARE READY! ..... I'M NOT!
EVERYONE'S WEARING THE NEW CAMPUS FASHIONS!
YEAH! MISS GRUNDY IS GOING TO TEACH MATH IN A MINI-SKIRT!
ARCHIE! YOU'VE GOT TO BE KIDDING!
NO! HONEST! I SAW HER BUYING A PLAID ONE!
BOB MONTANA 9-4
© 1967, Archie Comic Publications, Inc.
Distributed by King Features Syndicate.

Bob Montana, who created the look of Archie and his pals and wrote and drew the Archie newspaper comic strip, which began in 1946, was born Oct. 23, 1920, and died Jan. 4, 1975.

Write to us at
Comics Buyer's Guide OH, SO?
700 E. State St. • Iola, WI 54990
ohso@krause.com
www.cbgxtra.com

GENERATION GAP?

Brian Hibbs
Comix Experience
305 Divisadero St.
San Francisco, CA 94117

I've been reading, with increasing frustration, Chuck Rozanski's series in *Tales from the Database* on opening a new store. I've been frustrated with a lot of your statistics, Chuck, many of your conclusions, and several of your biases — and I think you're sending entirely the wrong message to the next generation of comics-stores owners that are out there.

First, I think you're doing an incredible disservice to our industry: I think that perhaps the largest long-term problem facing the direct market is that we are chronically under-stored. There are whole vast swaths of the country where one would have to drive an hour or more to find a direct-market comic-book shop, and those stores that we *do* have are beginning to face the problem of aging owners coming up on retirement. We absolutely need to encourage new young owners to come in to this business.

You paint a dire picture of the financial picture, and, while I could individually quibble with them, I just want to say that I question the basis for your numbers in total. It looks to me as if you're using John Jackson Miller's estimates of Diamond's market size, and, while I have a lot of estimation of John's statistical acumen, Diamond's figures only tell the slightest fraction of the story. There are millions upon millions of dollars of sales simply not being captured in Diamond's reports, to say nothing of all of the other sources that aren't Diamond that retailers have for merchandise.

One of the things you say is, "90% of all comic-book stores fail in their first five years." While that might possibly be true (though, actually, I have some reason to doubt it), the actual statistic is that 90% of *all small businesses* fail in their first five years, comics shop or no. That is from, I believe, IRS statistics, but I may be wrong. I do know it was the very first thing they told me when I sat down with members of SCORE (Service Corps of Retired Executives) that the SBA (Small Business Association) hooked me up with.

But you have to ask yourself *why* most people fail, and the answers are almost always: (1) a lack of planning and (2) a lack of adequate capitalization, and those two things are pretty much as sure as the sun is going to shine. There are a lot of people who jes' ain't suited to own a business.

Is it hard to open a direct-market comic shop? Sure, there is a pretty steep learning curve, as you figure out the art of ordering, but, once you get past that, there's really steady cash flow and inventory turn, if you're managing things all right.

The first few years of any small business are always a struggle to pay yourself, because you absolutely want to reinvest as much of your earnings back into new salable product. But, again, that's *any* small business — be it comics or tires or a nail salon or a restaurant.

I'm all for cautioning people that it is difficult and draining to open a business, but to suggest that it is somehow endemic to comics is mind-bogglingly wrong-headed. If anything, I think the habitual serialized format of much of our offerings gives us a leg up in building and identifying our local audiences.

I also think you largely overstate the impact of the Internet upon sales on the retail floor. Over the years (and it has been 16 for me now), I've seen nothing but a growing and widening audience for what we sell. I have no Internet presence as a retailer, though — we pretty much simply don't do any e-commerce. Our website is informational, not commercial. And it's never affected our ability to sell comics at their full retail price to thousands of customers.

This might be a semantics thing, I don't know, but you keep referring to comics "dealers," and that might be at the core of our difference in viewpoints here. I'm not a "dealer"; I'm a retailer. I don't make deals; I sell people comics for the prices indicated. Heck, I haven't ever had a sale in a decade — haven't needed to; business is good. I'm not the largest store in San Francisco, let alone the entire Bay Area. I don't have the most volume but I still make a pretty decent living and own a house in a nice neighborhood and provide for my wife and child, all straight from my initial investment 16 years ago.

I think that's possible just about anywhere, really. Sure, there are some places where population densities aren't going to be enough to support *any* kind of specialty retail, but, again, that's not just comics.

But what really broke my heart — shattered it in pieces — was the letter in *CBG* #1610 from the people who decided to abandon that dream

CBG XTRA ONLINE BONUS! Don't want to wait to share your opinion? Log in now at www.cbgxtra.com, visit the Oh, So forum, and post away!

because of your column. I don't know if they would have had the capitalization or the temperament to be their own bosses (a lot of people sadly don't) or the passion to see it through — but I guess we'll never know now. And I wonder how many other people felt the same way but didn't write in.

I hate to see people crushing their own dreams: people who — who knows? — could have been successful and profitable retailers when we so desperately need more.

So I guess I'm disappointed with your view of the possibilities for success in comics. And I'm disappointed that this is the advice you would give them, Chuck, when the field of comics has done so well for you.

JJM: *I think you may have found that, as his series has continued past the initial warnings, it's become a little more upbeat. But I don't think a little "dream-shattering" is out of order for anyone who's about to commit life and livelihood to something that involves risk. Enthusiasm and a dream are important but won't go anywhere without the requisite nerves, acumen, patience, and checkbook for the job.*

We're blessed with a hobby that everyone wants to make a fuller part of his or her life — and cursed with a business that offers little margin for error on any level. A little "intervention" is rightly in order for any starting comics retailer — or full-time publisher or creator — just to make sure they've asked themselves the right questions — and answered them. Obviously, if you can't answer your own, you won't be able to answer the bank's!

What's the real survival rate? I don't have any numbers speaking directly to that but what I can share is what our own research suggests about comics shops. Of the stores in business today, the "age cadres" break down as follows:

24% of stores were opened in 1984 or earlier.

20% of stores were opened in the years from 1985 to 1989.

26% of stores were opened in the years from 1990 to 1994.

14% of stores were opened in the years from 1995 to 1999.

16% of stores were opened in 2000 or later.

The "median store" has been in business since late 1990, not too long after the comics boom really started rolling.

The problem with this data is it doesn't directly say what the percentage of failures was. There are more stores surviving from 1990-1994 in part because we know that far more stores opened then; the failure rate could have been double what it is today and there'd still be more stores from that period, simply because there were more startups. It's possible that today's failure rate could be lower — and that the reason that the newer-store share is so low is because there are fewer attempts to begin with.

If that's the case, I think it suggests that prospective shop owners have been asking themselves those hard questions — and have been taking the prudent course and not opened stores when they figured they didn't have the bases covered. We might have been better off in the early 1990s, if more people had done that then. As we saw then, it's not more stores that's important — it's more profitable stores.

IT'S ALL ABOUT THE MANAGEMENT

Chris Juricich
1808 Chestnut St.
Berkeley, CA 94702

I found Chuck Rozanski's observations in recent installments of his *Tales from the Database* in ***CBG*** about the nature of the comic-book retail industry to be spot-on, particularly the fact that so many comics retailers are "dead men walking" who are seemingly unaware of the myriad online comics dealers who are slowly sucking the life out of their businesses, at least insofar as the back-issue market is

FOR ART'S SAKE

by Chris Smigliano

I HAVE GOT TO FIND A WAY TO CLEAR OUT SOME OF THIS OVERSTOCK...
HULK MOVIE
JAR JAR JUNK
OLD "BAT-MITE" DOLLS... HOW AM I SUPPOSED TO MOVE THESE THINGS?
BAT-MITE ©DC
-WOULDN'T YOU CALL THIS PUSHING IT A LITTLE?
ACTUALLY, I CALL THIS "CROSS-MARKETING"!
ANIME SPECIAL
CHIBI BATMAN

concerned.

I suddenly realized that he was talking about me as an "invisible blood-sucking parasite" — to use his own terminology! Hmm. I'm a dealer who works out of a garage primarily and I am among Chuck's estimated 10,000 online dealers who are "sticking it" to the non-savvy comics brick-and-mortar retailers out there.

No, I'm not offended by his comments: In essence, they're true. Other than were I to win the lottery, there is no way I'd feel enough passion to open up a retail storefront to sell comic books. I started out fairly small, though — just selling my own collection, as I found I'd grown out of large chunks of it — and then found myself buying collections and overstock from various retailers.

As a matter of fact, one of my hallmarks of eventual doom for a comics retailer is seeing large loads of comics backstock, overstock, or back issues sitting gathering dust. One fellow recently realized that his brick-and-mortar store's back-issue sales were just getting massacred by folks like me who'd be selling back-issue comics at wholesale lot prices — so what did he do? He sold his back-issue inventory, and I bought it. One other successful retailer on the San Francisco peninsula also has realized that moving comics is the business, not stockpiling them till they're boxes piled to the rafters. I've bought from him; I've bought from others. There are retailers out there who have been paying storage for years on their back-issue inventory: large collections that have never even been gone through.

Whatever value the books may have had has been eaten up by the rental space that's been paid for months or years, so, when I come along and offer a chance to clean them out, the more canny proprietors in most cases are willing to deal. The way I see it, they're cutting their losses and I'm actually making a profit as well as building my inventory. It's good for both of us.

Still, for those considering a jump to the Internet to sell comics, bear in mind that, while the entry cost is often pretty inexpensive, you're still a business that requires certain skills and attention to details. Customer service is probably one of the keys: the ability to budget your time properly alongside your regular life — and, of course, to be able to buy comics at a fair price in order to make a profit. If I spend $1,000 on old comics, I need to anticipate how quickly those comics will sell as well as how slowly. Realize that your income is increasing and that increases in your taxable income — the list goes on. Point is, no matter whether you're an online businessperson or in a small storefront, you need to pay attention to detail, see which way the wind is blowing, and be aware that everything can change quickly.

It still takes skills and attention; one doesn't just sit back and wait for the cash to roll in.

I'm looking forward to the rest of Chuck's series on retailing — and how many more interesting epithets he can come up with for me — and, by extension, himself! We're *both* bloodsucking parasites!

With regard to selling tips: I'm always intrigued by what people are willing to pay for comic books. Being a part-time dealer affords me insights (along with nearly 40 years of collecting and reading, one might suppose).

A source for good vintage comic books is often eBay, and I've heard that the lower-grade market is saturated for Silver Age and the prices are consistently running for many dealers at 50-60% of guide.

Why? Well, there's the saturation and then there's a lack of trust about the grading. Order a Very Good-Fine and get it in Good. Hmm. I manage to sell most all of my vintage Silver Age at very close to guide despite this conventional wisdom, which accounts for roughly 25-30% of my sales on eBay. Is it possible that, because I grade correctly and have been in business for six years, people have come to trust me as a dealer? It's the only thing I can think of that explains it. I also sell a lot of vintage books on another online comics dealing site, *www.houseofcomics.com*, and overall the grading is usually spot-on there. My associate at that site is an even stricter grader, but it all goes for guide unless there's a special sale going on.

I also do a considerably larger business in what I'd call bulk sales or mini-series. If I have a lot of "*Adventures of Superman* #428-#650 Lot of 125" or "*Thor* #383-#502 Lot of 78," a typical per-unit price for these will range at perhaps 50¢ or such apiece — a good price for comics from the '80s and '90s.

Regardless, I still manage to sell individual issues of these titles at about cover price on the other website. Strange. These are two different market segments, both are doing well, and it all causes me to wonder about comics-buying fans. Do buyers online visit more than just eBay? Or do the online buyers find one online selling location or maybe two, stick with them, and eschew eBay?

The point, it seems to me, is that I'm wondering if there's a lot of shopping actually being done before purchase. Maybe comparisons are being done, but only between eBay vendors and not across the digital divide, comparing prices at Lone Star or Mile High or House of Comics. And are these buyers going to mail-order places that eschew an online presence? How much do they buy at local shows or at their comic-book shops? I suspect that, based on my recent purchase of some 70 longboxes of back issues from a local comics brick-and-mortar comics dealer who stated, "You online back-issue dealers are killing me," my guess is no. I've noted how many local comics shops have ceased or curtailed significantly their back-issue selling, devoting that space to more lucrative items for sale, be they toys or comics-related merchandise. Given that often my sources of inventory are comic-book shops cleaning house, this only gives credence to the thought, doesn't it?

My online sales were doing reasonably well for a number of years until last October, when I

decided to open an eBay store at the same time as I took the opportunity to rent a garage to keep my inventory. With an increase in store listings, my business literally quadrupled, and I gradually have come to rely 100% on store sales rather than regular auction listings — listings that are relatively expensive with uncertain results. After opening my store and renting the garage, this quantum leap has paid off nicely for me, particularly given my current circumstances of only part-time employment (working two part-time jobs). Now, even with all the income generated from the two part-time jobs and my eBay sales, none of that collectively comes even close to what I would earn from a regular 9-5 job as a sales professional. Even so, my success at online sales is backed up by six years of online selling and 40 years of comics buying and reading experience, so don't simply think, "There but for the grace of God go I," folks. I figure between my two part-time jobs and the eBay business, I'm probably putting in 50 hours or more a week. The difference is, when it comes to eBay and comics selling, I can't even think of it as work. Being in my garage and working with comics and knowing that my efforts will be increasing my PayPal account and thickening my wallet, well — comics have been very good to me. I can think of worse ways to live.

And an interesting note: It's so easy now for me to get hold of '80s and '90s comic books that it could threaten my space considerations in my garage. The nice thing about buying, say, 60 longboxes, for example, is that one might pull a solid 10 boxes or so for resale without breaking a sweat, leaving one with 50 boxes. What to do with them?

Resell them, of course, to other dealers.

I had a lot of 77 longboxes from which I managed to pull out about 17 useful longboxes of inventory for later resale. This left 60 longboxes to dispose of to other dealers or buyers. One dealer friend happily bought 20 for about $350; the other 40 went to a dealer for $500. While perhaps not a huge blast of cash for me, considering that I somewhat overpaid for the original 77 longboxes when I paid $2,000, it did help to defray my original purchase costs in such a way that, instead of paying $2,000, I only ended up paying out $1,150, which (across 17 longboxes) came out to a much better per-unit price (about 27¢ apiece). I figured that eventual sales from the books I had would generate more than $6,000 in the long run, so I was more or less right on the mark for expected return.

Unfortunately, this was a lesson that was hard-learned; I hadn't taken the time to inspect the books in the first place and found that paying $2,000 was too much. A more reasonable price would have been about $1,000 — which, frankly, runs about $12-15 per box. I had paid closer to $26 per box, though, after selling most of it, my per-box cost came down to the expected $15 per box. Oddly, though the books were bought through a friend who was more of an expert in vintage books than in current, our relationship is still solid.

Regardless: Don't buy things based on face value. Inspections are always important.

Maggie: *This doesn't actually seem to contradict anything Brian Hibbs was saying in his letter.*

A brick-and-mortar store can maintain an online presence for auction and store sales and fulfill the role Brian encourages even while it functions online, if local sales don't bring the best prices for vintage material.

CON QUEST

K. Alexander

My experience with Wizard World Chicago was that there were stacks and stacks of recent "sold out" comics at ridiculous prices. I *pre*order all of the comics I want at a discount. This allows me to experiment on new titles rather than paying quadruple cover price for something I missed.

As far as older comics go, I saw lots of dealers standing around selling nothing and complaining about the lack of sales. Upon looking at their stock I found prices way above guide and comics that were poorly graded.

Overall, I found it to be disappointing. I did get a good deal from one dealer who was selling statues for 50% off.

DEGREE OF DIFFICULTY

David L. Klees
5217 Ridgeview Dr.
Harrisburg, PA 17112

CBG #1610, page 197, "Flashback 1980" incorrectly states that Fredric Wertham was a "psychologist." Wertham was correctly a "psychiatrist."

Maggie: *You're absolutely right.*

Dr. Fredric Wertham (March 20, 1895-Nov. 29, 1981) was born in Munich, Germany, and came to America in 1922. He was director of large mental hygiene clinics and was concerned with the welfare of children — from the influence of segregation to the influence on children of an assortment of media, most famously comic books.

TEAM SPIRIT

Earl Zimdahl

With DC Comics archiving *The Spirit*, it should publish a "Retroview" line of books. I would love to read monthly books such as *The Lone Ranger*, *The Phantom*, *The Shadow*, *Zorro*, *The Green Hornet*, and, most of all, *The Rocketeer*. He is almost my favorite character and could easily *become* my favorite with

more stories. He never had a book on a regular basis.

As for the other titles mentioned, I know there have been hits and misses in the past (mostly misses). Maybe DC could archive Dell comics.

Maggie: *One problem with publishing series of licensed characters is that the royalties and rules can cut into the profits, since it adds an expense. That doesn't mean such projects can't be done; the bulk of Western Publishing's 1940s output was licensed. But it can complicate things.*

And, as far as I know, Dave Stevens' Rocketeer belongs to Dave — and the reason the stories were so great was that Dave did them. I, too, would love to see more Rocketeer ***by Dave.***

DON'T CARE FOR KARA

Brian McKnight
317 Kenilworth Ave.
Dayton, OH 45405

Why is there another Supergirl? I was sure we were done with this pathetic character. The presence of Kara Zor-El in the DC universe severely diminishes Superman's mythic status as the last son of Krypton.

Despite this fact and despite the sagging sales on *every* Supergirl book since her run in *Adventure Comics*, DC has some kind of obsession with the character. Ian Churchill (***CBG*** #1610, page 19) describes Kara Zor-El as — along with Wonder Woman — one of the two major DC female icons. I do not agree. The "S" emblazoned across her breasts is, indeed, iconic. It has quite a lot of power as a symbol for truth and justice. It gives (or has given) undeserved legitimacy to a dog, a horse, a shrunken city, a clone, numerous robots, several Bizarros, a cat, a monkey, and a Protean creature from the planet Antares, among others. Not to mention every incarnation of The Girl of Steel. (Ugh! Even her catchphrase is lame.) Perhaps, at the cost of good storytelling or good character development, every few years we have to get some of the industry's best writers and artists to legitimize this character so that merchandising has a female character to sell. Perhaps she is our Ewok.

Kal-El's lot in life as the last surviving member of his race is central to his place in the DC mythology. It is Kal's singularity that drives him to be more honest than everyone else, more just than the law — and his compassion that identifies him as a creature that behaves more human (humane?) than he ever really can be. He symbolizes our own need to feel that, despite our uniqueness (despite our flaws?) we can still be successful and loved. This is why he is the inspiration for so many heroes in the DC mythos. His loneliness is what makes his selflessness so heroic.

By contrast, Stan Lee's Spider-Man symbolizes our fear that ultimately, no matter what we do, we will always be alone, our deeds never really appreciated. Peter Parker's courage in the face of public disdain is what makes him heroic. These are both important concepts to be explored by us as creators and audience. If Kal has Kara, he is no longer alone. Psychologically, there is no need for him to "prove" himself to Earthlings — he has a fellow Kryptonian with whom he can bond. I can't understand how that makes him more heroic. The hero's journey must, ultimately, be traveled alone.

But maybe, in the end, it's all about the physical appeal, and I just don't get it. And probably never will. The sight of a girl in Superman's costume seems like overt homoeroticism to me. Is that why DC always fills the Supergirl vacuum? By creating a monthly title, DC hopes to cash in on a demographic that would love to see Superman in drag? I agree that that scenario seems outlandish, but it contains more logic to me than the bad business sense of creating in her name no fewer than five failed series over the last 35 years.

This incarnation of Kara Zor-El is here, and I guess there's no use in my grousing about it. And, certainly, Jeph Loeb and Ian Churchill have the gifts to make this the most successful Supergirl in DC's history. But is all their effort worth it? Princess Koriand'r, Dinah Lance, Kendra Saunders, Karen Starr, or Donna Troy are much stronger (and more interesting) women characters who could rise to iconic DC status in their own monthly titles *without* a big "S" across their breasts.

FANBOY BLUES

Brian O. Randolph
Via ***CBGXtra.com***

I've been reading ***CBG*** since the early to mid-1980s, back when it was weekly and had great articles by all sorts of fine folks. *The Law Is a Ass* was always a personal favorite.

Now that it is a monthly magazine, I figured I'd have more time to do other things than read about comics. Maybe I could actually read more comics! But, no, ***CBG*** had to go and update its website, adding all sorts of content and even a message board.

Where does that leave *me*? I still get my monthly magazine, and it does take a while to read the whole thing, but now I'm spending most of my "spare time" (whatever that means) reading and posting on the ***CBGxtra.com*** message board. When, oh, when, will I get to sit and read my comics again?

Maggie, what's a fanboy to do?

Maggie: *You're asking* ***me****?*

I don't even have time to put my doggoned comics in order! I still have two boxes (one each) of stuff I picked up at (1) San Diego and (2) Chicago, not to mention a bag of items from (3) Toronto.

But if this whole thing were easy, ***anybody*** *could do it. We are the few, the proud.*

NO ORDINARY JOE

Michael Browning
P.O. Box 178 Skeens Rd.
Danville, WV 25053

A couple of years ago, I e-mailed Mr. Silver Age Craig Shutt to give him my opinion on the starts and endings of the more recent comic-book Ages. I presented to him my argument concerning why I believed *House of Secrets* #92 (Jul 71, with the first appearance of Swamp Thing) ushered in the Bronze Age

and why I believed *Miracleman* #1 (Aug 85, with its having the first limited-incentive variant with its gold and blue editions and the overall way it helped change comics storytelling) or *Saga of the Swamp Thing* #21 (Feb 84, Alan Moore's best story ever, "The Anatomy Lesson") came at the beginning of the Modern Age. Mr. Silver Age talked me out of my notion of *House of Secrets* #92 being the first Bronze Age book, and I rethought the whole thing and came to see his point about *Giant Size X-Men* #1 (Sum 75) being the start of the Bronze Age.

Now, after much thought and having read many different opinions, I want to give my own. For me and my money, the start of the Bronze Age would be *G.I. Joe, A Real American Hero* #1 (Jun 82).

"Why *G.I. Joe*?" You might ask. Here's why: I wasn't truly a fan of the *G.I. Joe* comic. I thought it had subpar art and stories. But, it was the first comic book to be marketed via television in cartoon commercials. This was groundbreaking and certainly opened up a lot of non-comics-collecting people to the whole four-color world of super-heroes (and, yes, *G.I. Joe* was about super-heroes). If it hadn't been for kids seeing those commercials, it's hard to tell how many people would have never read a comic.

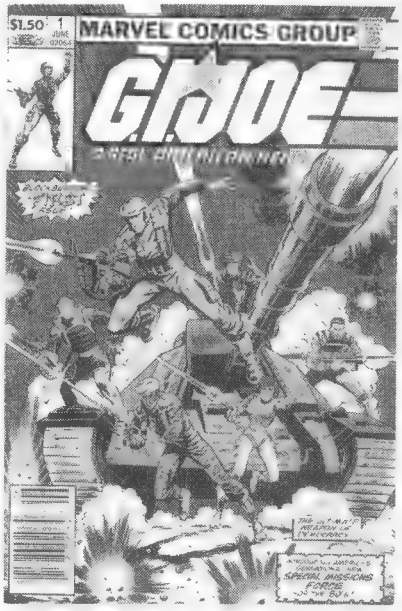
Sure, *ROM* was popular with comic fans, but it never got the exposure that *G.I. Joe* received. Comics were big business in the 1980s, and I believe a lot of that and the resurgence of the super-heroes with events like *Crisis on Infinite Earths*, *Secret Wars*, *Dark Knight*, and *Man of Steel* may have all happened because someone, somewhere, saw the commercial for *G.I. Joe* comics and started buying many of the others.

And Valiant Comics ushered in the Fool's Gold Age of comics. What? "Image ushered in that era ..." one might think. But it was Valiant that had people outside the comics-collecting community abuzz. One major newspaper — was it the *Wall Street Journal*? — said Valiant comics were more valuable than gold. And everyone bought into that statement and speculators flooded the market. That flood washed comics stores and comics companies right down the drain, when everyone realized that comics were *not* more valuable than gold. But, while Valiant's and other comics companies' fortunes were good, they were good as gold. Many comics collectors made small fortunes from selling back issues of Valiant and, later, Image, Malibu, and any other company that sprang up (like Triumphant) to capitalize on the sudden comics boom. The reason I call this age the Fool's Gold Age is that Valiant comics were supposed to be more valuable than gold. Now, however, compare the values and see which one stood the test of time.

On the passing of Jim Aparo ... I was deeply saddened by the passing of Jim Aparo and was stunned to see that only a few people were commenting on his death. I was a fan of Aparo's since my childhood. I didn't much care for Batman growing up, but, man, could that Aparo guy draw! His *Brave and the Bold* stories were *the* Batman tales of the 1970s and early 1980s. I was so pleased when I was able to acquire a great *World's Finest* cover by Aparo only a few days after he died.

On the passing of John Albano ... I got to know John Albano in a phone conversation that then seemed as if it lasted three hours and now wasn't long enough. John was a very kind man, very accommodating. I called him up out of the blue, and, because he missed my call, he paid the long-distance charges and talked to me for a long time one Sunday afternoon about creating Jonah Hex and his legal battle for the rights to the character. The interview was very informal. He talked and I asked questions when I wanted more detail. Most of the time, though, he gave me all the detail I could ask for, because he had such a vivid memory.

John was extremely sharp and told me stories I had never read before about the creation of the weird Western bounty hunter. He



Why G.I. Joe?

was gracious toward everyone with whom he'd worked and to all those who had worked on *Jonah Hex* long after he left. John talked and talked about working with Tony DeZuniga, his long-standing friendship with DC boss Paul Levitz, and how he had always hoped Jonah Hex would make it to the big screen.

Before we ended our talk, I asked John if he'd care to do a Jonah Hex sketch for me, and he said, "Sure." I didn't really expect him to do one and send it, but he did. It was a beautiful and detailed drawing of the character he'd created with Tony (the initial idea for the character was John's, and Tony added the scar, so the character is their co-creation). There was a letter enclosed, and in it John asked that I give him a call and we'd talk more about his career in comics and the musical he was working on. I kept putting off calling John, saying I'd call him tomorrow. Then, on the Jonah Hex Yahoo! group, someone said Mark Evanier had written in one of his recent columns that John had died. I didn't believe it and didn't accept it, until I received the terrible news from John's sister-in-law, Sandy. She returned my call and said that, indeed, John had passed away only a few weeks after I spoke with him.

I was so saddened by John's passing. I felt as if, in that in one

WHO ARE YOU AND WHO ARE YOU WITH?

copyright by Briz

COMIC BOOK HOT TOPIC
WELCOME TO HOT TOPIC!
TODAY'S TOPIC: SHOULD SUPER-HEROES KILL?
OUR GUESTS: WONDER WOMAN AND MAXWELL LORD.
OPENING STATEMENTS COME FROM MR. LORD.
MAX?
WHOOPSIE.
WONDER WOMAN AND MAX LORD © 2005 DC COMICS

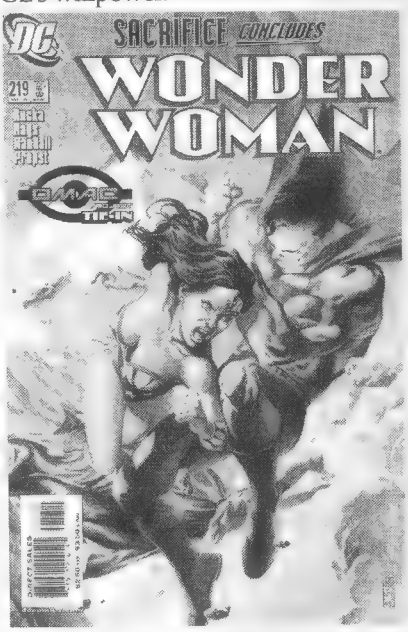
conversation, I'd become friends with a comics legend. What really frustrates me the most, though, is that only a few comics websites made any note of John's death. Many thought he was already dead and many of the website owners probably didn't even know who John Albano was. I was pleased that *CBG* used the obituary I wrote for John. He was a great person who worked until the very end. He wrote many of the best stories of the 1970s and wrote some great stuff for Archie Comics. Every Jonah Hex fan will remember John Albano as the co-creator of the Western anti-hero. Me, I'll remember him as a friend.

LORD HELP THEM

John Magrisso

It's been a few years since I last wrote in to your magazine, so I hope you'll forgive me if this letter makes its way through a variety of topics.

I recently read the "Sacrifice" storyline that ran through the Superman and Wonder Woman titles, and found myself extremely disappointed by the end. *[**Spoiler Warning:** The letter discusses that storyline conclusion.]* I found the murder of Maxwell Lord by Wonder Woman (as well as the recent actions of Superman) completely out of character and the antithesis of what these characters represent to me. For my money, Superman, Batman, Wonder Woman, and the various other DC super-heroes, are just that: super-heroes who act in a heroic manner. The intentional killing of another person, no matter *how* evil that person's actions may be, is never heroic. These particular characters are icons of DC, representatives to the world outside our small, insular community of comic-book collectors who buy these issues on a regular basis. A person who does not buy these books monthly to pick up this particular story would, I believe, be at a complete loss as to what to make of the actions of these characters and would probably not return to buy more Superman books, because this just is not Superman: a man in a homicidal rage who mercilessly attacks Batman and hasn't the strength of will to resist a two-bit villain's mind manipulation, even though he is able to break out of Green Lantern's power, despite that power being completely based on GL's willpower.



I realize that this may seem like a ridiculous overreaction to a simple comic-book story. For me, these books and their characters, particularly Superman and Batman, were a large part of my childhood and were part of informing who I eventually grew into. I also don't deny that my work as a prosecutor makes the wanton violence in my entertainment choices much less entertaining to me. After having spent time with the victims of violence — trying to speak for them and provide some sense of justice and peace of mind to them — coming home to read a book that has my childhood heroes engaging in the sort of actions that I'd just spent the day trying to send people to jail for is not at all enjoyable for me. Sadly, this seems to be the direction that DC is choosing to take its titles.

Identity Crisis (with the mind-rape of Dr. Light by The Justice League of America that I grew up with in the '70s and early '80s) and *DC Countdown* (with the senseless and useless murder of Blue Beetle) suggests DC's editorial team has made the decision to take its heroes in a less-heroic direction. That is the right of DC, just as it's my right to not spend my money on its books if I don't care for their direction.

And, as I presume is apparent at this point, I don't care for the direction the DC universe titles are heading. I just don't see how the murder of Blue Beetle furthered any plot point that could not have been addressed in some less drastic and sensationalist manner. The same

with the actions taken in *Identity Crisis*. (I only picked up the first issue of that title. From reading your magazine, I take it more horrors were visited upon other characters in the DC universe. I have no regrets about not buying or reading subsequent issues.)

Maybe I've just grown old and not changed with the times. Maybe I am overreacting to the going-ons in funnybooks. As I mentioned, I deal with real violence on a daily basis, so why get so worked up about the violence in the comics I buy? For what it's worth, the reason is that I grew up reading these characters' adventures as a child, an adolescent, a teen-ager, and a young man, and they mean something to me. They mean: that there is still a place where the good guys are truly good guys and not anti-heroes; that there is entertainment being produced that is not cynical about the concept of standing up for what is right and just.

And, before anyone gets the idea that I'm some far-out, out-of-touch moralist, let me say that I have no problem with anti-heroes or darker tales at all. I've been a huge fan of John Constantine since his days in Alan Moore's *Swamp Thing* and still enjoy *Hellblazer*. I enjoy numerous darker-themed books, from *Sin City* to *Powers* to the current run of *Captain America* (definitely not the Mark Gruenwald Cap, but a very interesting, engrossing book right now). I just find the actions occurring in the current DC universe unpleasant and unenjoyable. Of course, with all that being said, I'm still reading *Flash*, *JSA*, *Legion of Super-Heroes*, and the new *Green Lantern* title, among others. But, if these themes and stories make reading the books I *do* read unenjoyable, I'll stop buying those books and spend my money elsewhere.

As to other subjects, as I mentioned, I am thoroughly enjoying Ed Brubaker's writing in *Captain America* right now, and Steve Epting's art is spectacular! I also am enjoying Peter David's return to *Incredible Hulk* and find myself able to follow that title, even though I'm not picking up any of the other *House of M* books or stories (another "event" that holds no interest for me). I am also extremely pleased to see the return of the letters column in these books. Congratulations to Marvel for bringing back the letters columns: an integral part of the comic-book reading experience for me when I was younger that allowed me to realize I was part of a larger community of comic-book readers. Uncle Elvis and T.M. Maple, where have you gone?

Also, I would like to recommend a few of the books I most enjoy these days, particularly *Michael Chabon Presents The Amazing Adventures of the Escapist*, *Supernatural Law*, *True Story Swear to God*, and (whenever Frank Cho returns to it) *Liberty Meadows*. Content-wise, each is different from the other, but all have the same basic trait of a single creator's vision executed in a first-class manner, making enjoyable reading.

I hope you'll forgive my tirade and not think me too much of a curmudgeon. I do greatly appreciate that ***CBG*** still provides a letters column for those who wish to sound off about the current going-ons in our favorite funnybooks and to provide a continued sense of community.

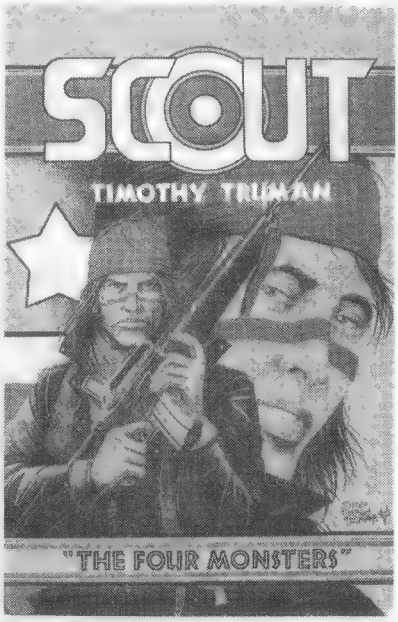
Maggie: *I'm sad to report that Canadian letterhack "T.M. Maple" (identified in* ***CBG*** *and in* ***Zot*** *#21, Aug 88, as Jim Burke) died of a heart attack — in February 1994, it says online, though I can't find the* ***CBG*** *report we ran at the time.*

In the 1980s and 1990s, "Uncle Elvis" was a letterhack whose name actually ***was*** *Elvis: Elvis Orten. He was a Kentucky fan, and a thread ran on John Ostrander's message board last year that indicated Orten is still around — though, obviously, not churning out letters to comics publishers.*

BROKEN TYPE

Steve Erwin
Via ***CBGXtra.com***

Overall, I agree with Jesse Jace's sentiments in her *Guest Shot* (***CBG*** #1610, page 62).



To touch on some of Jace's valid points: It's a damned if you do, damned if you don't situation for creators to be inclusive of ethnicities, especially if the ethnicity in question is already stereotyped by the concept for which you want to use him. A prime example is Jace's pondering why there aren't any Asian martial-artist heroes depicted in comics. (Aside from Shang Chi, Master of Kung Fu, I can't name one, either.) I have, however, heard a number of Asian folks complain, "Just because I'm Chinese doesn't mean I know kung fu," or sentiments to that effect.

Jace's contempt for Tim Truman's *Scout* is unfortunate. (When she gets a copy, it goes straight to the shredder.) In defense of Truman, I know he has only respect of American Indian culture. His *Tecumseh* graphic novel, I think, is a masterful approach to historical research and depiction in a comics format. But, despite the creator's honorable intentions, *Scout* left Jace cold.

As for Tonto's broken-English speech pattern, I can speak to that a bit more than Jace did. Her research into why that speech pattern perception among whites evolved is probably correct, though she left out Spanish as a major language influence. In Tonto's specific case, he was created as a radio character. As

LASTKISS COMICS.COM™ BY JOHN LUSTIG

Grant Gladflam has the perfect life...**almost.**

Comics; action figures; absurdly violent computer games—Grant has everything a fanboy could want...**almost!**

All he needs now is a **spouse!** A companion in life, love and fandom!

And someday soon he's **almost** sure he's going to have one!

...AND, AFTER WE HAVE KIDS, I'LL PITCH IN... MAYBE EVEN CHANGE A DIAPER OR TWO!
OH, DARLING, IT'S GOING TO BE SO MUCH FUN... INTRODUCING YOU TO REALITY!

Art by Vince Colletta ©Last Kiss Entertainment

is the case with all radio characters, speech inflection is necessary to help the audience visualize the character. Tonto had to sound "Indian," and that was defined in those days as saying "me" instead of "I" and speaking in incomplete sentences with a deep voice. I might mention that Hollywood didn't treat Tarzan's vocabulary any better.

I met Clayton Moore at a comics show in 1979 or '80, and, at a Q&A, he was asked about Tonto's speech, specifically. According to him, at the time, both Jay Silverheels and he requested that the scripts be adjusted so that Tonto spoke more as The Ranger did, since he was on-screen and everyone could see he was American Indian so he didn't have to talk like one (as on radio).

Moore said that The Ranger and Tonto spent lots of time on the trail together, so surely he would have coached Tonto in the finer points of English.

The producers insisted the scripts remain as they were — believe it or not — for financial reasons. The scripts were adapted from the radio plays (it was cheaper than commissioning new stories), and writers were paid by the word, so rewrites were out of the question. By the time the show went color and the two movies were shot, Tonto's image was too ingrained to be changed. Regardless of his speech, you have to admire Tonto, *The Man*. He was a loyal friend, he was brave, he stood tall and proud, and he always put himself between the defenseless and the bad guys.

Jace mentioned the now-clichéd tribal shaman-as-super-hero — I thought I was the only one who noticed that all American Indian super-heroes were sons or grandsons of the tribal shaman or medicine man who left the reservation to pursue life in the white man's world, only to find truth and enlightenment in the Old Ways.

Surely, there are more aspects of American Indian culture to inspire someone to become a hero, a defender of the weak, a pursuer of justice? Jace's mention of Warpath sounds like an elegant solution — so, of course, he was killed. (Wasn't Thunderbird killed in an early issue of *New X-Men*? He had my vote for coolest costume in the new group, too.)

And Jace's comment about Latino masked wrestlers and comics characters? Viva independent press! Check out the creation of my good friend Richard Dominguez, *El Gato Negro*! He combines the two worlds — masked wrestling and superheroes — into one. (*www.azteca-productions.com*)

Jace's last comment is about arming the industry with more minority heroes to garner more positive attention for the industry: Well, consider your reaction to *Scout*, Jesse. The road to hell is paved with good intentions.

TYPE CAST?

Ernest Edwards

I read Jesse Jace's "Shredding Stereotypes" article in #1610 (*Guest Shot*, page 62) with great interest. As an African-American, I've always raised an eyebrow at offensive depictions of minorities in comics and cartoons I've seen. Anyone remember the "Rickety Rocket" segment in the *Plastic Man Comedy Adventure Show*? When it vanished from the line-up, I wasn't the least bit surprised. How about Ghetto Man from *Legends of the Superheroes*? And, like Jace, I never cared for Apache Chief, or the other two affirmative-action Super Friends.

Their reason for being was as obvious as their names.

I wonder how Jace feels about one of Marvel's most famous American Indian characters, Wyatt Wingfoot.

In the few stories I've read, he seemed to be portrayed respectably, but there was one incident that always bugged me.

It was *Fantastic Four* #296 (Nov 86), an anniversary jam story. She-Hulk, who was dating Wyatt at the time, referred to him as a "heap big Injun." Now, in no way am I accusing the writer of anything, but I've always felt that, if his race had to be mentioned at all, it certainly could have been done in a better way. What if she was with Luke Cage?

Maggie: *First, She-Hulk speaks consistently throughout the story in a casual tone that routinely tosses off remarks some would deem insensitive. Note her comments following the departure of a bearded older man.*

Second, for better or worse, her comments to Wyatt are made in the context of affectionate private conversation with a romantic partner. At least among many of the folks I know, remarks that would be insulting to a casual acquaintance are adopted as terms of endearment to some loved ones — and that's how I take the specific exchange between She-Hulk and Wyatt.

WORK ETHNIC

Brian Thomer
Via CBGXtra.com

I enjoyed Jesse Jace's *Guest Shot* column (***CBG*** #1610, page 62). In fact, I made people aware of it on the S.T.E.E.L. website, *http://tek3311.tripod.com*. Here are my random thoughts …

As for an Asian martial-artist super-hero, there's the current Batgirl. She's considered one of the top fighters in the DC universe. In addition, there's Lady Shiva, who is often considered the top fighter in the DC universe, although she's not a hero.

The new Aquagirl is a Latina teen-ager; you can find her in the pages of *Aquaman*; she was also in a few issues of *Teen Titans* and will likely show up there again. Aquaman's son Koryak has also re-entered the series and is half Native Alaskan (Inuit?).

There is a Warpath in the main Marvel universe outside of the one from Exiles. He was in X-Force. I'm not sure of his current status.

New super-hero teams are becoming more diverse. DC's *The Power Company* had a gay black male as the owner-operator of the company (Josiah Power), a black woman as field leader (Skyrocket), and an Asian "living battery" character (Striker Z). Of its seven members, three were ethnic characters. *Outsiders* has an Asian in Grace and a black character in Thunder. The new X-Factor team has at least three ethnic characters in Wolfsbane, Monet, and Rictor. JSA has Mr. Terrific, Jakeem Thunder, and Hawkgirl.

Jesse, there's a reason why you dislike Manitou Raven. He's the comic-book version of Apache Chief. This is evident in the *JLA* "Obsidian Age" story where he's introduced; at one point he grows large and yells out Apache Chief's phrase.

I'm curious whether anyone followed *Primal Force* from DC in the mid-'90s. There was a character called Willpower in that; he was the son of an American Indian woman and, allegedly, Johnny Thunder. He had lightning-based powers.

Some titles starring ethnic characters:

- *Batgirl*
- *Spawn*
- *Ant*
- *Black Panther*
- *Firestorm*
- *Gotham Central*
- *District X*
- *Captain Gravity*
- *Mr. T*
- *Chocolate Thunder* (not yet released)
- *WarGod* (one-shot)

YOU KNOW WHAT I'M TRYING TO TELL YOU! YOU KNOW HOW I FEEL ABOUT--
HEY! I THOUGHT HEAP BIG INJUN CHIEFS WERE MEN OF FEW WORDS.
JUST KEEP MASSAGING MY SHOULDERS THAT WAY, GERONIMO. THEY'RE ALL SKRUNCHY.
HEY, WHAT DID OL' RIP VAN WINKLE WANT? DON'T TELL ME. LET ME GUESS. HE'S WORKING HIS WAY THROUGH COLLEGE SELLING SUBSCRIPTIONS, RIGHT?
LOOKS LIKE I'M WRONG.

She-Hulk: on the offensive?

- *Monarch of Manhattan* (not yet released)
- *Jadefire* (four-issue mini)
- *Barbarossa and the Lost Corsairs* (four-issue mini)
- *Atana*

My advice for getting more comics with ethnic characters is to support the ones that are out there, even if it's not the particular ethnicity you are looking for. There is a stereotype out there that ethnic characters don't sell, so for publishers to take more chances with them, they need to see more return on the ones they have tried. Be sure to write to those publishers and praise them when they get it right and politely educate them when they get it wrong.

Just my 2¢.

Ray: *Among indie publishers featuring minority ethnic characters, don't forget AK Comics (**www.akcomics.com**) — its motto is "The Only Middle Eastern Superheroes." It has multiple titles available internationally in both English and Arabic. See the review of one of their titles, **Rakan** #4-#5, in CBG #1610 (page 85).*

PROPS TO JESSE

G. Smith

Hi. I've been picking up *CBG* off the rack for almost a year, without ever having heard of it before. It's good stuff. It's amazing how many thought-provoking articles it packs in each month.

Guest Shot: Jesse Jace in #1610 (page 62) is what prompted me to write. I really enjoyed it. I have to ask: Jesse Jace, have you considered writing comics or acting as a consultant for comics writers?

I'm your average ignorant-but-guilty white American male. I've read what I can on American Indians, but I read it, and none of it clicks. Your observations helped click some info into place for me — for example, your explanation of what it means to be a warrior. It helped answer the questions I've always had on why American Indians serve in our military, when, throughout our history, we've gone back on every promise and treaty and treated the tribes horribly. That explanation also made me take another look at Warpath. I liked the character, but the bravery he showed I just accepted as what *all* comic-book super-heroes — and real folks in general — try to live up to.

But I also admit I've liked what you loathe — mostly because of misunderstanding: the "shaman stereotype." I'd still like more explanation on that one, by the way. I mean, I have the Wikipaedia entry I've read, but I've liked Manitou Raven and Shaman of Alpha Flight because they seemed like principled, intelligent characters on a sort of spiritual journey. They definitely seem a lot more together than the whites around them in the stories they're in.

I need more explanations, like the Nightwalker explanation you gave. It helps me understand what I know, think I know, and what I definitely need to study up on.

Anyway, good article. Hope there is more to come.

POLITICAL UPSHOT

Jerry Hillegas
USNR
*Via **CBGXtra.com***
1808 Chestnut St.
Berkeley, CA 94702

OK, first off … I love the new format and most all of the articles in *CBG*, but I have to voice a complaint concerning the most recent edition.

The Graphitti Designs ad on page 8 of #1610 is, in my opinion, not an appropriate ad. While there may be many in the government leadership positions that are not doing the most perfect job they could, is this any way to present our leaders to the youth of today? Was there no one in the approval chain that thought this ad might be sending the wrong message to impressionable youth? Again, in my opinion, this is sending a negative image of our government and should not have been printed in your magazine.

JJM: *I'll pass your views along to the ad staff, Jerry. As you may know, those of us in editorial have no say in what ads do and do not run — though we certainly have been known to raise heck about them anyway now and again. In fact, as you may have noticed, over the last few years we've done our darnedest to keep politics out of the part that we handle — or at least to keep it on the topic of comics — without completely squelching discussion.*

*With specific regard to this ad, my understanding is that the case the advertiser made was in part the same one made for the Uncle Sam ad some months back: It's for a product displaying a nationally known piece of comics art by the most popular artist in comics today. (Both images appeared on the cover of the **Village Voice**.) The advertiser further made the case that the ad in #1610 offered two differing points of view; the Uncle Sam piece could be and has been interpreted to reflect patriotic defiance of the nation's enemies. And the ad staff also looks at such things as average reader age — and, in our case, our average reader has been of voting age for a good while.*

That said, the kind of direct response that you've provided does help magazines know who their readers are and what they think. (It's especially helpful in our case, where our product has evolved so much.) For example, I personally would have bet anything that the Uncle Sam ad would have created a furor the first time it ran just for the gesture and not the politics — but I am told that not only did we get no complaints, but also it was one of the best-performing ads for Graphitti in recent memory. As I've said elsewhere, the stuff you think might offend doesn't always — half the time, it was something you never considered.

Anyway, upshot is: Thank you for the feedback, Jerry, because it does help. We relayed your remarks to the ad staff.

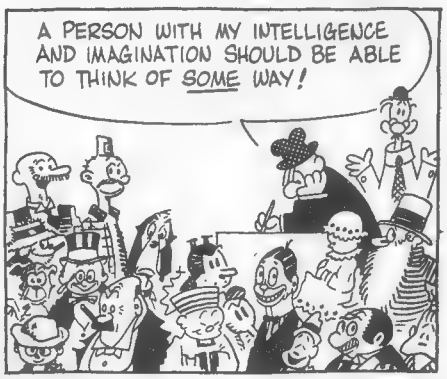
UNFAIR LABEL

Jacqueline McIntyre

I love your magazine and appreciated receiving it in a plastic bag, which protected it coming through the mail. I also collect the magazines, and now they have labels attached to the front for mailing. I would prefer to receive the magazine in the packaging for the reasons above.

Maybe you can tell me how

INTERNATIONAL COMICS WEEK
SAY!! OH YOU YELLOW KID HOGAN'S ALLEY SPORT
SAM, DID YOU PROMISE TO PUT UP ANY CARTOON CHARACTERS WHO SHOWED UP FOR THE CONVENTION?
YEAH. IF ANYONE COMES, GET OUT THE COT.
dumas 4-30



having the label on the magazine affects its collectibility.

Also, how can one minimize the damage from the post office?

Thank you.

JJM: *We only use a plastic bag for issues that have inserts — cards, posters, etc. It is a costly addition — both the bag and paying for the printer to insert things — and we cannot do it for issues that do not have prepaid inserts. We have discussed adding them to all issues, but we have not thus far been willing to change the prices readers and advertisers pay to accommodate it.*

As to ***CBG****'s collectibility, we're not sure how to answer that, because, while we report on collectibles, our magazine has generally not been treated as a collectible itself. Only the very earliest issues of* ***TBG*** *have some resale value; most of the newsprint issues were considered disposable. Today's version is a handier format to keep around, but its resale value is exactly $5.99, so far as we know.*

We did make a decision in the beginning that a mailing label was preferable to actually printing the address on the magazine, which most magazines by subscription do (and which we ourselves did before #1594). And we do keep trying to get more inserts, so hopefully every issue will have a bag before too long.

GUESTING GAME

Matt Levin
Walking Man Comics
Via ***CBGXtra.com***

I'm a big fan of comics-strip crossovers, such as those happening nearly every day in *Blondie*. Blondie and Dagwood are planning a big anniversary celebration, and characters from other strips — most recently the King from *Wizard of Id* and Beetle Bailey and Sarge — have shown up in the *Blondie* strip to ask for invitations, or some other related situation.

Periodically, Dagwood has shown up in other strips — *Garfield*, if I recall correctly, and one or two others — and other strips have made passing reference to the anniversary.

My favorite comic-strip crossover was actually a theme crossover one Thanksgiving when nearly every strip referenced hunger and/or satiation in the world.

I've two questions: What other comic-strip crossovers can people recall? And, what can I, or we, do to promote another hunger theme throughout the comics page? Perhaps if enough people write in (to where? to whom?) requesting this, there's still time (two months and a couple of weeks) that strip writers and artists might again call attention to this incredible situation of some of us over-sated with Thanksgiving feast and others grateful for their cup of clean water.

Tony Isabella: *Tony's Online Tips regularly runs a feature I call "Comics in the Comics." You can check out the feature in past columns by going to* ***www.worldfamouscomics.com/tony****.*

Maggie: Sam's Strip *by Jerry Dumas in the 1960s didn't originate crossovers, but the concept of the strip was that the characters* ***knew*** *they were comic-strip characters. They commented on the aspects of life in a comic strip and often discussed (and met characters from) other strips. It was a gem, and Dumas with Mort Walker produced a small paperback collection of the strip.*

The characters were brought back in Dumas' ***Sam and Silo*** *but the crossover element wasn't.*

BWF: *And there was the "April Fool's" joke in which creators exchanged strips for a day.*

Are you Spidey's biggest fan?

What makes a fan?

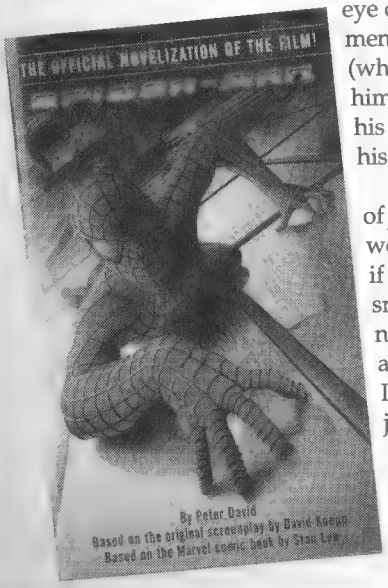
by PETER DAVID

Tell a child that you write a Spider-Man comic book and you'll just get a blank stare.

So the other day I took my youngest, Caroline, to the local playground. Lots of kids there, lots of parents watching their rambunctious youngsters.

As often happens in these sorts of situations, a group of kids of varying ages (including my daughter) clumped together and began playing like … well, like a bunch of kids. I shall pause to note that it was a thorough mixture of white, black, Asian, and Hispanic youngsters. It tends to make the song from *South Pacific* about having to be taught to hate and fear just filter through one's head.

Anyway, in the group was a young fellow named Steven. Steven was 7 years old. I know this because he introduced himself loudly and repeatedly to anyone within hearing distance — including me. You know how kids are. There are some who, if you just glance their way, go shy and bury their faces against the nearest parent's leg. And there are other kids, such as Steven, who will march up to you and tell you their life's story. Under the watchful eye of his amused parents — not to mention his 10-year-old brother (whose name I never got, but let's call him Bobby) — he was talking about his latest and proudest acquisition: his brand new Spider-Man sneakers.


THE OFFICIAL NOVELIZATION OF THE FILM!
By Peter David
Based on the original screenplay by David Koepp
Based on the Marvel comic book by Stan Lee

They were, I have to say, a thing of beauty. Blue and red with black web striping all over them. Frankly, if they had them in my size, I'd snag a pair. Then, again, I've noticed that most kids these days are better dressed than I am, so I'm not going to be too insanely jealous over it.

"I'm a big Spider-Man fan," Steven happily burbled. "I'm Spider-Man's biggest fan. Spider-Man's great. I love Spider-Man. I have the Spider-Man movies. I have both movies. I watch them all the time. And I have the videogame. I have all the videogames. I played the new one." He puffed out his chest and boasted, "I beat Doctor Octopus!" as if he, his very own self, had been the one to climb walls and leap into battle against Spidey's multi-armed opponent. Which I suppose is the entire purpose of videogames. To give the player a "you are there" feeling that comics simply cannot replicate.

And, with that crossing my mind, I asked Spider-Man's biggest fan, "Do you read the comics?"

Yeah, yeah, I know what you're thinking. Middle-aged guy starts chatting up a 7-year-old boy. Kinda weird. Which it might, if it were a playground in the middle of New York City or even at Michael Jackson's house. But we're in the boonies; all the parents are right there, so you're obviously not trying anything shady; people talk with each other's kids, even pull together to make sure all the kids stay safe … it's just a different vibe, OK?

Anyway, so I asked Steven, Spider-Man's biggest fan, if he read Spider-Man comics. Understand, I had no intention of telling him who I was. I learned long ago, on the occasions when I was called in to lecture elementary school classes, that small children have little to no comprehension of what writers do on a comic book. Truth to tell, this doesn't distinguish them all that much from a lot of adults. Tell the average non-comics reader that you write comics, and the conversation typically goes like this:

"You draw comics?"

"No, I write comics."

"Comics are written? I thought they were drawn."

"They are drawn."

"So you draw them and write them?"

"No, I just write them."

"You mean you write the words in the balloons?"

OKAY, EASY DOES DOES IT... DON'T WANT TO SPILL YOU OUT ON THE FLOOR!
THAT... THAT WAS GREAT! THAT WAS GREATER THAN GREAT! BUT HOW COME--?
HOW COME I CAME TO SEE YOU?
OH, I HAPPENED TO SEE THAT ARTICLE ABOUT YOU IN THE DAILY BUGLE, AND I JUST COULDN'T PASS UP A CHANCE TO MEET SUCH A FAITHFUL FAN!
COULD I SEE YOUR COLLECTION?
BOY! YOU BET!

In "The Kid Who Collected Spider-Man," Spidey paid a visit to his biggest fan.

"No, the letterer does that, but I tell the letterer what to write."

"Doesn't the artist do that?"

So that's what you get from an adult. As for kids, the line between reality and fantasy is so blurry in the first place, that it's nearly impossible to convey to them that someone fabricates the adventures of their heroes. A child's view of comics is best summarized by the kid who wrote to the letters page of *Spectacular Spider-Man* to inquire, "Does Peter David write Spider-Man's jokes or are they ad libs?" As if I sit there in my office, come up with *bon mots* for Spidey to use in the heat of battle, and then describe in the comics what the outcome was, as a journalist would. Put simply: Tell a child that you write a Spider-Man comic book and you'll just get a blank stare. As opposed to adults who are confused about the production process of a comic, children literally won't know what you're talking about, because Spider-Man is as "real" as Big Bird or Santa Claus.

My interest in Steven's interest in *Spider-Man* comics was purely from a marketing point of view. Remember, my first job in comics was in the Marvel direct sales department, so, when faced with a member of the target audience, I automatically go into market-research mode. The kid's lucky I don't carry a questionnaire in my back pocket. "I just want to ask you some questions: This'll only take about 15 minutes, OK?"

Anyway, I asked Spidey's biggest fan if he read Spider-Man comics.

"No."

"Did you ever read *Spider-Man* comics? Or maybe someone reads them to you?"

"No."

"Why would he want to?" asked big brother Bobby, aged about 10. His face crinkled in mild distaste at the very notion.

"I watch the movies!" Steven said proudly.

"Yes, but it's the same story every time. Don't you want to see *new* stories about Spider-Man?"

"He watches the cartoon," said Bobby. "That's on every day."

You want to know where the readers are going, friends? Want to know the reason that fewer and fewer kids are coming into the hobby, while the current readership slowly ages out and the sales steadily erode? There's no one reason, of course. The fact is that fewer people in this country are reading overall. Prices of comics are escalating far beyond the realm of cheap kiddie entertainment. There are fewer comic-book stores, and comic books are no longer routinely found in the magazine and convenience stores that once served as breeding grounds for new readers. And new titles with new characters, or relaunches of second- and third-tier characters, are facing a marketplace that's toxic to anything that doesn't focus on the long-standing iconic characters.

The long-standing iconic characters aren't pulling in readers any more, either.

But here's another notion to add into the mix: The long-standing iconic characters aren't pulling in readers any more, either.

Why?

Because, when I was a kid, if I wanted to keep up with what was happening in the fictional life of Spider-Man, there was one place and one place only I could do that: in the

--LOOKIT THIS!
THIS IS THE EARLIEST ARTICLE I COULD FIND ABOUT YOU... MAYBE IT'S EVEN THE FIRST ONE!
WHO IS THE SPIDER-MAN?
MYSTERY MAN
SPIDER-MAN PLAYS TO PACKED HOUSE
SPIDER-MAN SLATED FOR TV SERIES
JUDGING FROM THE DATE ON THE STORY, IT MAY BE!
SPIDER-MAN... I'VE ALWAYS WONDERED... HOW'D YOU GET YOUR POWERS? WERE YOU BORN WITH 'EM OR--?

pages of the comic book. Yes, by the late '60s, there was the cartoon. But that was designed (to my mind) as kiddie fodder: a spin-off from the comic that was entertaining but simplistic. Spider-Man, first and foremost, was a comic-book character, and comic books were where I went to learn what was up with him.

But such iconic characters as Spider-Man, Superman, and Batman have grown far beyond their comic-book roots. It was once said that spin-off cartoons, toys, and such were the tail wagging the dog when it came to their impact on the comics. At this point, I'm led to wonder if there's any dog left.

It was once said that spin-off cartoons, toys, and such were the tail wagging the dog when it came to their impact on the comics.

It's not as if it's limited to the long-standing iconic characters. I was once in a comic-book shop when a mother and her son were perusing the racks, and the boy said, "Ma! Here's a *Teenage Mutant Ninja Turtles* comic!" The surprised mother said, "There's a comic *too*?" "I guess so," said the kid. They walked out without buying it after the mother assured her son she'd buy him another Turtles toy.

As opposed to the incredibly simplistic stories that passed for super-hero entertainment when I was a kid, the quality of the cartoons have increased to such a degree that some consider such endeavors as *Batman: The Animated Series* to be superior to the actual comic books. The live-action films have all the excitement of the comic book come to full life. As for the "lives" of the heroes, their day-to-day travails, that's the thing that we, as readers, needed to emotionally invest ourselves in in order to be there month after month. Well, if what you want is emotional investment, you no longer have to settle for merely identifying with your hero. Like Steven, you can actually *be* the hero. You don't have to settle for the cathartic release of reading about The Hulk smashing down buildings or tossing tanks like poker chips: You can do it yourself with the twist of a joystick.

Once upon a time, to keep up with your favorite heroes, reading comics was the only reasonable way to do so. They were a necessity. You couldn't be a Spider-Man fan without reading the comics. It was a ridiculous notion.

Now is it, not only not ridiculous, but we're rapidly reaching a point at which comic books are the bottom of the food chain rather than the top, when it comes to sharing in the adventures of a favorite hero. To say nothing of the fact that the media routinely portray the comic-book reader himself as an emotionally arrested, developmentally stunted geek. Just what the average teen-ager who's noticing girls wants to model himself upon: *The 40 Year-Old Virgin*, an avid comics fan.

I won't deny it: When I was a kid, my first major exposure to the iconic heroes was the *Superman* TV series. But the TV show didn't serve as a *substitute* for the Superman comic. Instead, it supplemented it. How? Because at the end of every single episode, a voice intoned, "Superman is based upon the char-

acter appearing in *Superman* magazine!" Day after day, the voice informed me that I didn't have to wait around until 4:30 in the afternoon to watch the TV show. If I bought the "magazine," I could read and reread the story whenever I wanted. To me, that sounded pretty cool.

Of course, now you don't have to wait. You can just throw your DVD of the live-action film or the animated series into your player, kick back, and be entertained in an utterly passive manner, as opposed to the active mindset required to read a comic book.

The thing is it's not as if this is a phenomena that is limited to comic books. Characters are routinely being excised from their literary roots, growing beyond them, so that those desiring to "keep up" with them do so through means other than comics.

GIVE YOURSELF THIS FAST

POP QUIZ

• When was the last time you saw a new James Bond movie? As opposed to: When was the last time you read a new James Bond book? Or even an old James Bond book?

• Do you have plans to see the upcoming Zorro movie? Do you have plans to, or have you already, read the new Zorro novel by Isabel Allende? Or the original Curse of Capistrano by Johnston McCulley, rereleased as The Mark of Zorro?

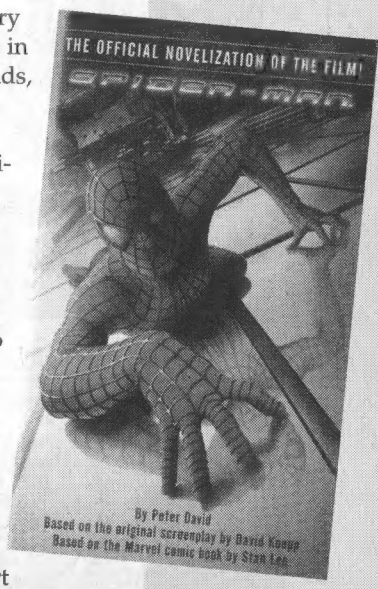
• Have you seen any recent movies featuring Sherlock Holmes or watched the TV series with Jeremy Brett? Have you read any of the many Holmes pastiches? When was the last time you read the original Arthur Conan Doyle short stories?

• Have you seen The Wizard of Oz? Have you read The Wizard of Oz?

• Did you see the recent movie of King Arthur? For that matter, have you seen Monty Python and the Holy Grail? Have you read The Once and Future King or Idylls of the King or even Knight Life?

• Ever see any version of A Christmas Carol or even watch Duck Tales or read any story featuring Uncle Scrooge? Ever read the original Charles Dickens book?

• How familiar are you with Don Quixote? Ever read the book?


THE OFFICIAL NOVELIZATION OF THE FILM!
SPIDER-MAN
By Peter David
Based on the original screenplay by David Koepp
Based on the Marvel comic book by Stan Lee

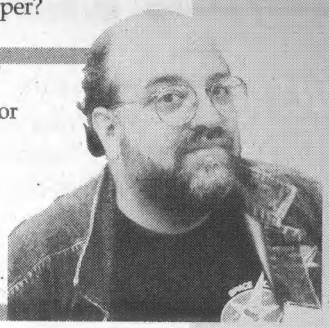
We have a long and proud history of taking characters with firm roots in hundreds, sometimes even thousands, of years of literary storytelling, redefining them for a generation steeped purely in movies and television and making the books that served as the literary genesis of the characters ancillary at best, irrelevant at worst. At this point, Spider-Man, Superman, Batman — characters that entered the world as cheap four-color entertainment — have attained the same mythic status as King Arthur or Sherlock Holmes. Many other creators have contributed their own spins and twists to the original stories or legends, and the characters have transcended their origins to become part of everyone's common frame of reference.

To make matters even more bewildering, once upon a time, it was clear who Spider-Man "was." Now, on the newsstands, there's a confusing and contradictory array of different versions of Spider-Man, shattering the suspension of disbelief necessary for a reader to care about one, singular Peter Parker. If there's an array of them, then Spider-Man fans might as well go with the easiest (and for that matter, cheapest) one to follow, and that's the one in the cartoons and the videogame. And, although there is the occasional effort to draw attention to the comic books, nowhere do you hear that consistent, clarion voice saying in words so simple and plain as to command attention, "Spider-Man is based on the character appearing in Spider-Man magazines." — the voice that practically compelled me, as a youngster, to check out where it all started.

Ancillary merchandise and the myriad incarnations of iconic super-heroes has served to make such characters parts of our everyday lives and instantly recognizable — and also served to render their points of origin of no interest to the average young fan.

As Spider-Man might say, "Wallopin' Websnappers!" But only in the original animated series. Not in the comic book. And, by the way, what the heck is a websnapper?

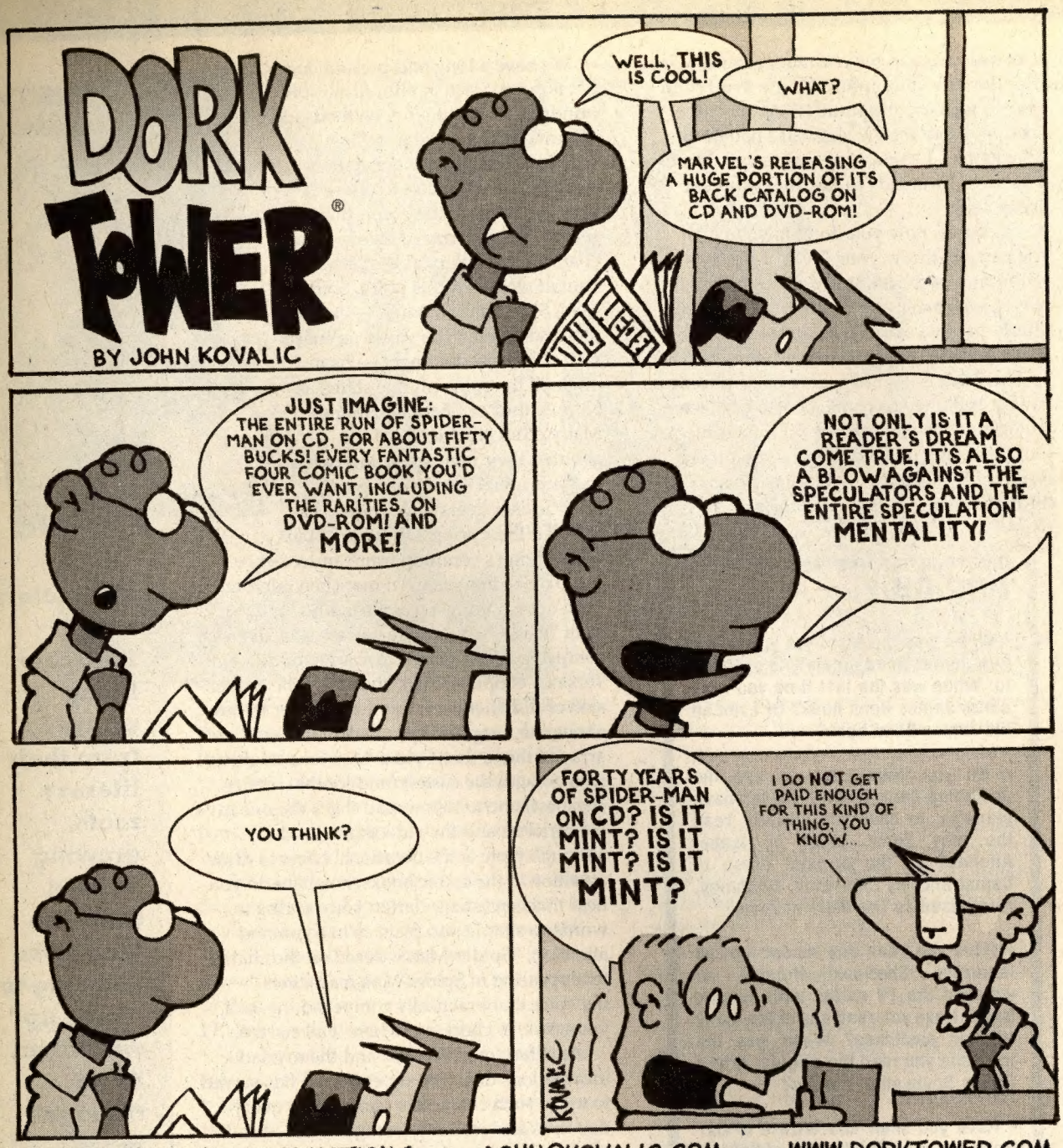
Characters are routinely being excised from their literary roots, growing beyond them, so that those desiring to "keep up" with them do so through means other than comics.



PETER DAVID, writer of stuff, has written *But I Digress* for *CBG* since #871 in 1990.

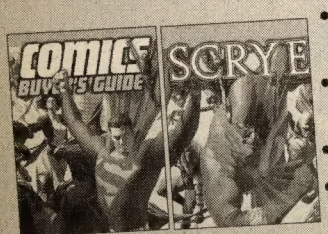
Write him at P.O. Box 239, Bayport, NY 11705 — and check out his website at **www.peterdavid.net!**

"But I Digress" is © 2005 Second Age, Inc.


DORK TOWER®
BY JOHN KOVALIC
WELL, THIS IS COOL!
WHAT?
MARVEL'S RELEASING A HUGE PORTION OF ITS BACK CATALOG ON CD AND DVD-ROM!
JUST IMAGINE: THE ENTIRE RUN OF SPIDER-MAN ON CD, FOR ABOUT FIFTY BUCKS! EVERY FANTASTIC FOUR COMIC BOOK YOU'D EVER WANT, INCLUDING THE RARITIES, ON DVD-ROM! AND MORE!
NOT ONLY IS IT A READER'S DREAM COME TRUE, IT'S ALSO A BLOW AGAINST THE SPECULATORS AND THE ENTIRE SPECULATION MENTALITY!
YOU THINK?
FORTY YEARS OF SPIDER-MAN ON CD? IS IT MINT? IS IT MINT? IS IT MINT?
I DO NOT GET PAID ENOUGH FOR THIS KIND OF THING, YOU KNOW...
KOVALIC

©2005 SHETLAND PRODUCTIONS JOHN@KOVALIC.COM WWW.DORKTOWER.COM
HTTP://WWW.LIVEJOURNAL.COM/USERS/MUSKRAT_JOHN

NEXT IN Comics Buyer's Guide...



- Topped off with a special cover that makes an Alex Ross JLA diptych with our sister magazine *Scrye* #91!
- Your guide to Upper Deck's VS. System games and an advance look at the JLA expansion set!
- The laws of comics! What are the immutable rules?
- And, of course, you'll see many *more* features in the largest and longest- running magazine about comics!

CBG #1613 – coming your way next!

BAGS Unlimited INC

www.bagsunlimited.com

FREE PHONE CALL
80 PAGE CATALOG
1-800-767-BAGS

most shipping included
SEE ORDER FORM FOR DETAILS

ARCHIVAL COMIC FRAME

Encapsulate & Display Your Favorite Comics!

✱ You must specify frame color, mat colors & mat sizes!

Frame kits come in 2 sizes:

New & Regular Comic Size:
Holds Comics: 6-9/16" x 10-1/16" to 6-11/16" x 10-3/16" *
✱ Pcode: ANCFK

Silver Age & Golden Age Comic Size:
Holds Comics: 6-3/4" x 10-1/8" to 7-1/16" x 10-1/4" *
✱ Pcode: ACOMFK

Pricing

1	$ 29.00
3	81.00
5	120.00
10	215.00

- **Assembled frame is:** 10-7/8" x 13-9/16"; 1 lb. 9 oz.
- **Frames come in 3 colors:** Black, Gold or Silver (Specify when ordering).
- **Mats come in 9 colors:** Black, Blue, Burgundy, Gray, Green, Ivory, Pink, Red or White (Specify when ordering).

* **Top mat window opening is:** 6-5/16" x 9-3/4"

Mix 'n Match Frame Colors, Mat Colors & Mat Sizes for quantity discounted prices.

GRADED COMIC SUPPLIES

PLASTIC CORRUGATED Graded Comic Storage Box

9 x 10 x 13

With 3" Deep Cover. Holds about 20 Regular or 15 Super/Anniversary Graded Comics.

2	$ 14.40	Prod. Code XGC20
5	29.10	
10	50.60	
25	115.00	

Made from Super Strong white corrugated PLASTIC. Acid free, waterproof, anti-stat material. UV resistant. Folds together. Stackable.

Safely ship graded comics in our custom designed MAILERS:

Fold-in end cubes protect graded comic case corners from arriving cracked or broken. Mailers and pads are made from 200# test brown corrugated cardboard.

Single Graded Comic Mailers

5	$ 9.50	8 1/4 x 13 x 3/4 comes with pads
10	14.00	
25	29.20	Prod. Code MGC1
50	50.70	
100	92.20	
200	175.60	

Packs as follows:
1 Regular Graded Comic with 1 folded pad.
1 super / Anniversary Graded Comic with 1 flat pad.

Multiple / 3 or 4 Graded Comic Mailers

5	$ 14.80	8 1/4 x 13 x 2 1/2 comes with pads
10	21.90	
25	43.80	Prod. Code MGC4
50	73.00	
100	132.60	
200	242.70	

Packs as follows:
4 Regular Graded Comics:
Comic/flatpad/comic/flatpad/comic/flatpad/comic/flatpad.
3 Super / Anniversary Graded Comics:
Comic/flatpad/comic/flatpad/comic/folded pad.

Graded Comic SLEEVES

3 mil Polyethylene with RESEALABLE FLAP.

Regular
8 5/8 x 13 3/16

25	$ 10.10
50	16.50
100	27.80
200	45.50

Prod. Code: SGCR3

Super / Anniversary
8 13/16 x 13 5/16

25	$ 10.40
50	16.80
100	28.40
200	46.50

Prod. Code: SGCL3

Prevent scratches, dust, dirt, and fingerprints from defacing your valuable graded comic packaging.

Money Orders & orders charged to MC/VISA/AMEX are usually shipped within 2 business days. All sizes are in stock at all times. Because we are manufacturers, we can make any size bag or backing. If you need a size not listed, please call for a price quote.

Please check appropriate box:
- ❑ Money Order
- ❑ Check enclosed
- ❑ Charge to my VISA / MC / AMEX
- ❑ Send C.O.D. (add $7.50)

MasterCard VISA AMERICAN EXPRESS C.O.D.

Card No.

Exp. Date

Customer Account Code

Quantity	mil	Pcode	Description	Price

Your Name | Company Name (if applies)

Street address | SUB TOTAL

City | State | ZIP | All orders under $25 add $4

NO POST OFFICE BOX NUMBERS FOR FedEx GROUND DELIVERY | C.O.D. orders add $7.50

Day Phone ( ) | NY State Residents add 8.25% sales tax

Florida, states west of the Mississippi, including entire states of LA, MO, MN add 10% for shipping

Signature | WE NOW ACCEPT PAYMENT BY ELECTRONIC CHECK. Call for details. | **TOTAL**

BAGS UNLIMITED INC. • 7 CANAL ST. • ROCHESTER, NY 14608-1910 • (585)436-9006 • FAX (585)328-8526

Alaska, Hawaii, Virgin Islands, Puerto Rico, APO, FPO, Canada & International, call or write for a price quote. All prices subject to change without notice. Not responsible for typographic errors.

A GREAT NEW WAY TO DISPLAY T-SHIRTS IN YOUR ST

ONLY FROM Diamond Comic Distributors, Inc.

Who says you need a clothing store's hangers or waterfalls to show off your t-shirt selection?

Durable and attractive CLAMSHELL PACKAGING can be merchand

ON A HOOK!

SPINE OUT!

ON A SH

Easily stock shirts in a professional manner utilizing your existing store fixtures! Shirts stay neat and clean, while still attracting buyer attention!

CLAMSHELL T-SHIRT PACKAGE

See the Apparel section of the October 200 for five different t-shirt designs avail in clamshell packaging!

Retailers: For more information on becoming a Diamond customer, contact New Accounts at 1-800-

COMICS BUYER'S GUIDE • BATMAN • HORROR COMICS • BIGGEST PRICE GUIDE IN COMICS